

# ATARI

## COMPUTING

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# News...

## UK Atari Computing Convention

Following the announcement that Mike Goodman, due to personal work, is no longer able to organise UK Atari Shows, Atari Computing magazine is helping to organise an event later this year.

We're aiming to make this convention the essential Addictionary to your Atari computing and at this stage let us come up with dozens of ideas to change the format of the show to encourage everyone to stay all day but we really want to hear your ideas and whether you're there, in attendance before we decide who then to go there!

Organising such events, a relatively hard work and we're only prepared to make the effort if we get enough feedback and encouragement. Please take the time to have your say by completing the survey form on page 11 and returning it to us as soon as possible. It is all too easy to forget or leave it to others but the chances are there won't be any for another UK Atari show if you do not!

## Atari World '98



What is not the only ones planning shows this year. An International Atari Collector/User Show has been set for the summer of 1998 (on a weekend) at the Disneyland Hotel in Anaheim, California, USA. The show is still in the early

planning stages, with the organisers still continuously seeking support and feedback about what you would like to see at the show. The promoter is Rich Fukaya, who organised the popular ST World Show. Atari dealers planning to attend include:

- UK/EE Systems (UK)
- Atari Computing magazine (UK)
- BBC Computerland
- Best Electronics
- Harkness
- John Hancock Software
- Dark Knight Games - Makers of the Blackhawk bookend for the Jaguar
- Piers of Omaha - offering on site Atari service and repairs!
- Steve's Software
- Teligames
- Video E8
- Digital Prints

## Planned features:

- Atari collectors' buy and sell sections for 2600, 3200, 7800,

4000/500, XL/XL, 512TE/Falcons, Lynx, Jaguar, Arcade machines and printed matter/memorabilia

- Atari ST Clinic
- Atari Multi-media show
- Special hotel rates for attendees and their families
- Show Airlines: American, Continental, Delta and United
- 3 & 4 day and longer tour packages with car rental discounts
- Discount passes and tour packages for, Florida Berry Farm, Sea World, San Diego Magic Mountain, Universal Studios - San Diego Zoo, Queens Mary, Maryland Wan Museum and lots more!
- By Special Arrangement! Booklets and photos with Disney characters at the Disneyland Hotel for your children
- French journalist and film crew will be in attendance to document the show
- Demonstrations and workshops by ex Atari employees and industry people
- Demonstrate developers for Atari consoles and computers.

The show cannot take place unless the organisers receive 1,000 survey replies so even if you cannot make the show please take the time to fill out the survey form on-line at The Atari Gaming Headquarters at <http://www.stuffies.com/>

## ZipPlus from Iomega



Iomega Corporation have released a ZipPlus version of its popular 100mb Zip drive along with a range of Zip related products. ZipPlus retails at £199.95 (approx £175) and boasts a 40% performance increase, an AutoDetect feature that allows the drive to be used with either a SCSI or parallel interface, a smaller universal power supply and an

on/off switch. The drive will also be bundled with PC multimedia software including full versions of Adobe Photoshop, 3ds/Max & 3ds Studio and Digital Art & Scanners (Image AOL). Neil Snyder, general manager of Iomega's Zip after market business said "Iomega conducted extensive focus studies with our customers to determine how we could best match their needs" and "ZipPlus has been extremely well received by our distributors and retailers who have purchased the product". The original Zip-drive will also remain available. UK, <http://www.iomega.com/products/zip/plus/>

## Alternative PARTY

After the conclusion of this year's Siliconwarex event, retail comes in the form of the Alternative Party. This demo party will run over the Easter weekend (14th to 17th April 1998) in Turku Finland. The organisers are keen to attract users of obscure hardware and the event is open to all machines except high end PCs or Amigas - which typically dominate these events. Entry will cost 180 FIM (approx £120 for the three day period). There's more information at UK, [http://www.tajp.net/~user/alternative\\_party/](http://www.tajp.net/~user/alternative_party/) Or UK mirror at UK, [http://www.yesonline.co.uk/~user/alternative\\_party/](http://www.yesonline.co.uk/~user/alternative_party/)



## DA's Layout

DA's Layout offers genuine PostScript level 4 output, the ability to use Colours CMYK fonts as well as Postscript Type 1 fonts, excellent vector illustration tools and the ability to share artwork with Colours! DA's Layout is also now available for Apple, Macintosh and Power Macintosh computers and DA's Layout documents are fully 100% cross platform compatible.

## Competitive Upgrades

Until 18th April 1998, Ikon Design are offering competitive upgrades to users of any version of Colours v1.0 (09/95/0204/04/96), PageMaker, Desktop Professional DA's Vector CMYK Vector Pro or pro v2. DA's Layout for the Atari platform. Conversions from the Atari to the Macintosh version are also available. Call them for more details. A demo version is available for download from UK, <http://www.compsoft.com/Digital Arts/>



# Atari Times



1997 Atari Times Awards  
The Poll Results

- **Best Programming:** Tony Greenwood  
Other nominations:  
Peter Rodriguez (Alexander's Curse)  
Anthony Jacques (Gang Little Ark)  
Whitney Matthews (Barney, Marshall)  
Jasp. Tel. Thomas (Mach)

- **Best commercial release:** CAB 2.0  
Other Nominations: MagC  
Magpie 2, Homage to Pong  
Figma, DAWPins

- **Best Shareware release:** Running  
Other Nominations: Thing, Start Up  
Up, 1 in 256, 1 in 256, 1 in 256  
Byron H. Lister: Redzone  
Copying, Current Issues: 100  
Software: INTERPLAY, OLGA, POCROT  
POWdich, ResearchMaster

- **Best PC/Turkey release:** STW4  
Other Nominations: HIRKO 2  
Cody's Anagrams, Apple  
VCD/AV Diamond 10, HS Models  
42 Flash, Newcom (Oleku, SURL)

- **Best 3D game:** HERO 2  
Other Nominations: Dream of  
a Nation, Snake, Mayhem

- **Best 3D game:** Iron Soldier II  
Other Nominations: Temp of 2000  
Swords 2

- **Best Demo of 1997**  
Koolhaime: 100%

- **Best hardware add on:** Hercules  
Other Nominations: TUS Internal 333  
HD, PAL 010, Modulator 040

- **Best Atari supporting company:** Titan Design  
Other Nominations: TUS, System  
Solutions, RJP, Atari Computer  
Direct, Future Telesys, Pippinshop  
Coordinant

- **Best non-profit making Atari organization:** STORMS Software  
Other Nominations: ALC, Magpie  
Coin Soft, CyberStrike, IronAtari  
Paradox Club, 9442, WAG

- **Best Disk Magazine:** 68+  
Other Nominations: MAGS, Atari  
Times, AtariPulse, ATOS

- **Best paper based magazine:**  
Atari Computing  
Other Nominations:  
AT Computing (Alan Taylor, Dennis  
NJ Magazine)

- **Best Atari supporting web page:** The  
Atari Launchpad  
Other Nominations: STORMS  
Software, The Zone, ASM Update  
in the Bible, InfoAtari, Jo  
Nardinville, STAG, TheCo-EDC/ATI  
Team, The

- **Best Atari friendly Internet Service Provider:** Telnet  
Other Nominations: CIB, Ponder.com

- **Special award for long standing services to the Atari community:**  
J&F Master

I'm sure, information contact:

John Holmwood: Atari Times, The Best  
Days of Atari, Atari, 68010  
Don: jpholmwood@atari.dk  
S&F, Info: C/Zone, Atari, Atari, Atari,  
jpholmwood@atari.dk

## With BASIC User Group

With the lack of open support for Atari BASIC on the Public Domain and on the WWW, Internet Bases and Post Bases have created the Atari BASIC User Group. The Atari BASIC User Group

provides programming, ideas of code the world with a forum in which they can discuss any H-BASIC (BASIC) problems or ideas they may have and share source code and experience. To give you an idea of the range of topics discussed, they have included here in program: BubbleSort, print using SpeechIO, use OLGA, and AT protocols (see NetWorld) extensions etc. A website is currently being developed at [www.atari.dk/~68010/News/4](http://www.atari.dk/~68010/News/4) where you can find out information on the User Group's cause, its members and download some members source code! You can join the forum by either email or by post. If you have access to email, all you have to do is send an email to

[jpholmwood@atari.dk](mailto:jpholmwood@atari.dk) with the message of "hello mtr" (reply to me) or send a S&F and click to join User Group. 40 Douglas Road, Salford, Surrey, GU6 7BT. If you would like further information, or can contribute information, or make contact, please email the address above, or Paul J. Holmwood: [jpholmwood@atari.dk](mailto:jpholmwood@atari.dk). Email: [jpholmwood@atari.dk](mailto:jpholmwood@atari.dk). Email: [jpholmwood@atari.dk](mailto:jpholmwood@atari.dk).



Red Zone American Football is a limited version of the 5 to 10 game NFL, the football which quality of play and the same last year. If you haven't won the 4 is a detailed simulation including realistic player movement and line control, various tactics options, sampled sound, complex graphics and a great game and team ID numbering of the pitch. One or two players only participate in one of 10 games right up to a full season, alternating in the Super Bowl and there are lots of customizable performance from teams, list of 33 official NFL rules to pitch conditions and difficulty level.



ATC with original intended

to be a complete 12 season but to the programmer's (David) 12 day world, also even during the graphical by the time it was ready the game market had been taken over by consoles and PCs. But one to make a large effort, he had the good time, to release it as shareware and now a renewed interest and supply of ideas has sparked redevelopment.

Redzone attempts to break the football over more with improved player intelligence, more sound effects, better game updates and larger playfield than NFL. Hopefully the limited game will have a comfortable league (like too, and doesn't become outdated like NFL). Definitely one to look out for. Stay tuned for more info! ☺



# ATARI

## COMPUTING

# OFFERS

Keep an eye on this page for the latest essential accessories for you and your machine. There's plenty to choose from and with Christmas '98 just around the corner don't leave your purchases until the last minute!

### DUST COVERS

We can't imagine anyone leaving their machines around long enough to gather dust but if you have to leave your ST, STE or Fatman unprotected why not keep it looking up in one of our dust covers which cost £3.99 including UK

### BACK ISSUES

Atari Computing issues 1, 2 and 3 are now sold out but we do have a small stock of other back issues - so get there while we've still got them! Each magazine costs £3.00 including UK delivery



**Order form  
overleaf!**

### READER DISKS

Individual Reader Disks are available separately from the magazine. Each disk includes software solutions to Atari Computing which is not available anywhere else. We also have a Special H-Soft BASIC Reader Disk compiled by Paul Jones to accompany the tutorials.

All issues are available and cost £2.50 each including UK delivery

### MOUSE MATS

Atari Power User are proud of it. Get one of these top quality mousemats then. These slimline mouse mats are 3mm thick featuring a smooth hard surface and non-slip base. They cost just £4.99 including UK delivery

### CULT ATARI T-SHIRTS

Thanks to the advert we reveal the Atari logo is popular once again. We now have stock of new sexy and trendy Atari T-Shirts featuring the famous Atari logo in silver relief. They're black, 100% cotton, unisex and are size fits all. Atari Computing readers can obtain these essential fashion statements for just £8.99 including UK delivery

### EDITH PRO

Following the inclusion of Edith Pro, the so-commercial and fully featured text editor on our Reader Disk we can now supply the official 20 page cover bound AM manual and labelled Master disk for just £12.50 including UK delivery. Read all about the excellent program in the Giant text editor review in AC#9 where it received a sparkling review.

### STRATOS CD-ROM

These are only available to Atari Computing subscribers and cost £3.00 including UK delivery. Only 1 copy per issue per subscriber may be purchased. Each STnTOS issue includes Atari Computing under and Reader Disk contents along with the STnTOS French magazine in HTML format and a collection of international software compiled by STnTOS.



Location	UK	Europe	Zone 1	Zone 2
<b>One time evaluation issue</b>				
Magazine only	£2.00	£3.50	£4.00	£5.00
With Reader Disk	£5.00	£6.50	£6.00	£7.00
With CD-ROM	£5.00	£5.50	£6.00	£7.00
Disk & CD-ROM	£7.00	£7.50	£8.00	£9.00
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Magazine only	£8.00	£11.50	£12.00	£15.00
With Reader Disk	£15.00	£17.50	£18.00	£19.00
With CD-ROM	£15.00	£17.50	£18.00	£19.00
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With CD-ROM	£30.00	£35.00	£36.00	£39.00
Disk & CD-ROM	£32.00	£37.00	£38.00	£40.00

### Subscriptions

- ☐ Atari Computing subscription: £  (See tables)  
☐ With Reader Disk  
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### THE SMALL PRINT!

#### Zone 1

All countries east of Europe (not in those listed under Zone 2)

#### Zone 2

In alphabetical order: Australia (Brisbane), China, East (Tientsin), Hong Kong, India, Japan, Korea, Malaysia, New Zealand, Papua New Guinea, Philippines, Samoa, Taiwan, Tonga.

All prices include packing and delivery. The CD-ROM is only available in Main Computing magazine subscriptions. Each CD-ROM usually includes:

- Reader Disk contents of the previous Atari Computing issue
- HTML versions of the previous issue of Atari Computing, and current SWATCH issue (in French)
- Collection of international documents compiled by SWATCH

#### UK payment methods

Cash, cheque or Postal Order

European payment methods

Swiss Franc (Sfr)

Post Office payment (CIBN)

Rest of world payment methods

Post Office payment (CIBN)

International money order (available from most banks)

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### READER OFFERS

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 £12.00 ☐ Extra 1st issue + disk  
 £ 4.50 ☐ Atari Reader Disk magazine  
 £ 5.00 ☐ Atari 68000 Reader Disk  
 £ 2.00 ☐ Best offer: £17.00/£18.00

#### UK, NZ, NZ, NZ, NZ, NZ

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 (except subscription offers)

# Letters

## Free lunch?

I've just received the latest edition of your magazine. Off to work, in 1983 I am really pleased with the news, and keep up the good work. They're right, I have noticed though, as other magazines subscribe to it many magazines is advised not to use your money to you get a letter or write thing, where is it just days the same and the only benefit I can see is that you will stop for a stamp when you get some letters around again.

At 14 I was a little to early all about it, subscribe to a magazine that is really Mark and white, but upon seeing the first issue I was really impressed to see what you have done with it, and I really like the first issue.

Congratulations on such a great magazine, one that should be shared with the great Mac 512 and 64.

In a world without walls and doors, who needs Windows and Gates?

Sam, via email

Many thanks for the prize, it kept the layout changes neat with your approval, please do let us know. We do love to compete with some of the other titles by giving news about publications but we're running Atari Computing as an enthusiastic magazine.



on a tight budget. Since ACPT we've already absorbed several price increases in disks, paper and printing to keep the price at £3.00.

Unfortunately our production costs have risen again and sadly we have to increase the cover price by 50p to £3.50 starting NG33 issue.

This advance warning gives everyone an opportunity to avoid the price rise by topping up any existing subscription now. As an added incentive we'll throw in an Atari ST/512 disk cover, which normally sells for £2.99 (while stock lasts) absolutely FREE!

## Mainstream matters

In the Current to memory article in ACPT I saw your take on a good news in Atari news that the price of peripherals such as modems, printers, scanners, hard drives, CD-ROM players and so on continues to plunge.

Could you please explain in detail how we can take advantage of these peripherals using Atari machines? There are plenty of PC suppliers in my area, but when I mention Atari to me wants to know of other sales?

I know I can get my computer repaired by several of the addresses in Atari Computing but what about purchasing the names and addresses of companies who can repair these standard peripherals?

Steve Jones, Dorset

We have deliberately avoided articles covering "standard" peripherals, and decided to focus on Atari specific affairs. When we classified most printers, and modems would work out of the box with Atari machines but the good goods have moved on stating that most we've decided to address that situation with coverage of the popular Hewlett Packard 450C printer and Motorola Bitstream modems. We're interested to know which peripherals you would like covered and from anyone successfully using scanners, digital cameras, photo realiser printers etc. Please let us know which peripherals you're using and we'll put together a compatibility list for publication.

## THANKS GORDON!

Bill (Gordon) Gordon is a member of Atari UK. Gordon Nelson's article and photo, a photograph of his letter published in January/February issue of Atari UK and Atari magazine. This is exactly the kind of publicity we're looking for so we've sent him one of our Atari UK and Atari magazine as a thank you.



It didn't do anything to prevent a letter appearing who not drop on a regular 100 p.p. letter.

## PROPOSED UK 1998 ATARI SHOW/S - SURVEY FORM

The reason I wrote to make you, that the purpose of the UK Atari Show is to help you the Atari community to make the show a reliable source, and feature attractions of interest to the vast majority of Atari users. Please don't miss the chance and return it to us at the address below (please print or put a quick list of your preferences on the back in a 100 p.p. postcard or sealed down envelope are fine). As possible as well, if you have any comments or ideas, then please do fill us them.

When is your preferred month

Sept ☐ Oct ☐ Nov ☐ Dec ☐

Preferred day

Saturday ☐ Sunday ☐

Preferred location

Birmingham ☐ London ☐

Method of transport

Car/MOcycle ☐ Bus ☐ Train ☐

What admission price would you pay

£3.00 ☐ £4.00 ☐ £5.00 ☐

What would you like to see at the Show

Product demos ☐ Tutorials ☐ Sales stands ☐ Help area ☐

What is your main interest?

OTFPWP ☐ Mod/Music ☐ Graphics ☐ Comm ☐

Where will you be travelling from?

Nearest city/town

Your name and any ideas & comments

Please  
return  
forms by  
14 March

(Please send completed forms to: Mike Kasulka, 1998 Atari Show, 42 Larch Hill, Huddersworth, Sheffield, S24 4AL, UK or email your answers and comments to: [mike@atari.computing.com](mailto:mike@atari.computing.com).)

# Vector Art '97

Man overboard! Shriming Lai drowns in a sea of clip art...

Floppypop is very excited about its latest DTP product, a collection of over 400 clip art images in Calamus Vector Graphic (CVG) format, produced by John Miller. Particular emphasis is placed on the effort expended on each and every one of the images, mostly sourced from high resolution image scans. So without further ado, let's see if it lives up to its marketing blurb:

Just impressions of Vector Art '97 are promising - it comes on six floppy disks, neatly packaged in a plastic wallet with a card insert



providing a taste of the contents. All 400 files are stored uncompressed which is fine, and each disk is organised clearly under meaningful folder names - a bonus to browse!

I viewed most of the images using the Calamus Vector Graphic (CVG) import option in Kandinsky v2.5. Most of the images loaded perfectly but there were a few problems files which Kandinsky rejected. Happily these loaded into Calamus and Adobe Illustrator. Presumably as there's nothing wrong with the files on the disk. It was an extremely lengthy process taking through all the files. Each



of the disks included a listing of the diverse topics covered and since it fills over two sides of A4 in ASCII I won't repeat it here! Suffice to say just about every imaginable topic and a few you won't have thought of are included.

**The actual quality of the images is commendable - even at 800% magnification...**

The actual quality of the images is commendable - even at 800% magnification they don't show the kind of pixel continuity which characterises much of the clip art floating around the internet. There is a notable amount of raggedness, but only in a non of dense detail. Overall the construction of the lines and shapes is of a very high standard - as you can see from the examples included on this page.



The style used to create each clip is almost as varied as the subjects, with bold, cartoonish shapes, styles for cartoon type images and more delicate, refined forms for the subtle decorative clips. I noticed a handful of the images were simply converted from existing vector images, like some of the examples from XChange, Adobe Illustrator and Corel Draw - roughly!

A few clips left are wondering why they had been included - for example, there's an Atari V (collegially) which is a direct cartoon in its crude hand constructed from scratch appearance. Another series of clips showing ballerinas models all the grace and elegance of a hippopotamus!

Creating a large collection of clip art like this is one of the most mind numbing activities I can imagine undertaking on a computer and the actual result depends entirely on the judgement of the user. In this case, we have a collection put together by someone who obviously knows what he's doing and with enough patience to see the job through to completion.

Overall, the collection is a useful purchase for DTPers of all levels despite a small proportion of questionable efforts. ☺



## VECTOR ART '97

### Publisher

Floppypop  
PO Box 273, Aberdeen AB10 8GJ  
Contact +44 (0)1224 312254  
Fax +44 (0)1224 312254  
Cost £10.00 + P&P £1.00 UK,  
£2.00 EU, £3.00 ROW

### Requires

Any application capable of reading CVG format files

### Price

Great variety and generally very good quality

### Comments

Overall impression mixed by some downright rubbish images

81%

# Groove Thing

**Key Boardworth takes a look at Things v1.20e...**



Huang et al. 18 was recently referenced in Germany. The English version is available in registered patent while the translation is completed by Internationalization.

Things have the appearance of a well thought-out plan, a deliberate, powerful initiative and the first 40,000 are regulated by available. Then, 100,000 will not even get to the 100,000 target, because the system is not designed to handle the plan. It is a plan that is a failure, a plan that is a failure, a plan that is a failure.



1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Irish, Thing and Corcoran, 2014; 2015). In the last ten years, Corcoran has been in all the top 100, a top 40 global actor, and a top 10 actor in the U.S. among all performers. I paid an enormous amount of money, and took a job for Corcoran's talent. The salary was \$200,000 a year (which, incidentally, was \$100,000 less

```
A BOM BOB written by  
[initial] PEE  
means THINKING-I THINK.  
for your pain do thing!  
-other means nothing for me-  
still I think/I think APP  
for your pain do thing!
```

Il g. va in stampa, e i risultati sono  
negativi: non si trovano altre copie di g. e le altre

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 100% free of  
 the original box,  
 100% full of  
 the pure, genuine  
 white original  
 by the original  
 pure white hand  
 the 100% hand  
 with white paper  
 100% hand  
 with 100% of the

Figure 1: The Diffusion Equations  
 (1)  $\frac{\partial u}{\partial t} = \nabla^2 u$   
 (2)  $\frac{\partial u}{\partial t} = \nabla^2 u + \nabla \cdot (u \nabla \phi)$   
 (3)  $\frac{\partial u}{\partial t} = \nabla^2 u + \nabla \cdot (u \nabla \phi) + \nabla \cdot (u \nabla \psi)$   
 (4)  $\frac{\partial u}{\partial t} = \nabla^2 u + \nabla \cdot (u \nabla \phi) + \nabla \cdot (u \nabla \psi) + \nabla \cdot (u \nabla \chi)$

[illegible]

Figure 1b (cont.) In some regions, egg shells exhibit significant internal folding. These features are a variation on the type of internal partitioning sometimes found in the dorsal lobe, and also occur in a few other species, such as *Staphylinus* sp. 1.

Unfortunately the old system was slow to be replaced with the new one, spread over generations of the staff. I did not, unfortunately, see any real progress made, as the old system was used, as the new system.

The proposed extension allows us to consider the long time-scale and short-scale separation limit of the DSE (2.1)–(2.3) in a rigorous way. The main idea is to consider the separation limit in the sense of the asymptotic expansion of the solution of the DSE (2.1)–(2.3) in the limit  $\epsilon \rightarrow 0$ . The asymptotic expansion of the solution of the DSE (2.1)–(2.3) in the limit  $\epsilon \rightarrow 0$  is given by the asymptotic expansion of the solution of the DSE (2.1)–(2.3) in the limit  $\epsilon \rightarrow 0$ . The asymptotic expansion of the solution of the DSE (2.1)–(2.3) in the limit  $\epsilon \rightarrow 0$  is given by the asymptotic expansion of the solution of the DSE (2.1)–(2.3) in the limit  $\epsilon \rightarrow 0$ .

## THING v1.200

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[illegible]

offered. It has been suggested that the use of a single, standard, questionnaire may be inappropriate for the study of a wide range of different types of work, and that the use of a range of questionnaires, each designed to assess a specific aspect of work, may be more appropriate (e.g. 10).

Manuscript received 14 October 2000; accepted 14 November 2000.

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 395–401

Case 1: In Messages and I got a text from

214









# DTP Grafiken

## Volumes 1, 2 & 3

Mike Kerslake reports...



Unlike many graphics CDs available nowadays, these German-produced copyright-free clip-art CDs are unique because they include files in GIF and PNG format—ideally suited for use on Mac systems.

They also stand out from most of the clip-art collections available in Mac format because of their general high quality. All two million clip-art images available at affordable prices in CD-quality or so frequently used they're becoming cliché!

These 3 CDs have a variety of 1-bit-resolution items as well. However, each individual CD does contain enough variety to consider individual purchases. Each CD contains at least 1,900 different images, covering a wide variety of themes. Every item is included in PNG format (at 1-bit) as well as in GIF format (at 1-bit or 2-bit). The 1-bit and Color Draw, Color Paint, and Color Print folders contain four types of items where appropriate.

The publisher seems to have engaged professional designers to come up with fresh images and appear to have bought or commissioned professional illustrations; the quality really does show. There's some old-fashioned woodcut-style images, too, if I struggle to find that there are

hundreds of excellent working images crying out to be art and art in your next DTP project. Each CD is accompanied by a well-designed and printed 40-page catalogue showing all the images in the video files with between nine and sixteen images per page. The catalogue is divided into sections which makes it easy to see what's available without even pulling a CD in the drive!

The first two volumes are nicely sized, but volume 3 contains clips of plants, food and miscellaneous images which are done better in the other two volumes. It makes up for this, though, as it contains any type of clip-art and cartoon characters.

All three of these CDs are expensive for the usual DTP fare, but if, like me, you're always struggling to find decent quality copyright-free images like the following rough guide, of what you can expect, might help you decide which volumes to purchase.

### Volume one

DTP-Land's 1st volume is divided into six folders including audio effects, sports, type, nature, abstract, and religious and household/workshop tools. The 1-bit Color folder is full of food and drink images suitable for children's CD-ROMs. Nearly 1,000 well-drawn, bold black and white images of all types. The 2-bit Color folder is filled with all of copyright-free nature, animals, and flowers. The 1-bit Color folder features various type clip-art and four 1-bit type fonts. The final folders of Volume 1 are made of the same type variety, including horizontal shields and scrolls, along with general clip-art.

### Volume two

CD-ROMs. Some of these are old, old style fonts and graphics, but all contain designs, illustrations, and more items clip-art in a more party style. There's also folders full of well-known

German food items and (and it's a real help) a color key to give plenty of hints as to what can be useful for projects in various children.

### Volume 3

Household and general clip-art is abundant. The style is quite different to previous volumes with a more "party" look to most of the images. There's a very good collection of "picture fonts" where letters are created in the shape of cheese, fruit and rats! There are also lots of well-known cartoon-style images of horses.

### Conclusion

I am happy to recommend these CDs for their variety, presentation and the overall excellent standard of their contents. There are a few files and a few images in the German words in them, but the publisher is, regardless of the images are highly useful. The luxury of loading the files onto CD images directly onto your computer. As an DTP software graphics programs should in it is, unfortunately!

Suffice to say, I was so impressed with the series, I bought the first.



## DTP GRAPHIKEN

### Publisher

Neum

### Supplier

1st 2nd Volume  
Telephone: +44 (0)14 7187878  
Email: 1640@paranet.co.uk  
Cost: £14.95 each

### Features

Any system with CD-ROM

### Price

High quality copyright-free images  
(well printed catalogue)

### Done

1-bit, 2-bit, 4-bit, 8-bit, 16-bit, 32-bit

85%



# The jinnee of the lamp!



• **Wavelengths of the visible spectrum** (400-700 nm) **probably**

Rev. Brinsford, Mark Wherry and Joe Condit all wanted to be first to tell you about this latest commercial desktop for Mac®. So we made them share... what's all the fuss about PowerPC?

Following that, developers moved up to .NET 2.0 and were left with the overall impression that all the best features from .NET development could be improved upon and you'd have something very special indeed. Just maybe. Indeed, I paid the usual and one article and took up the challenge but my suspect, it must have been looking so perfect (personalized) coming long before that point is numerous of software published in Application Systems Headlines, used and distributed in the Link by System Solutions, who are currently negotiating through our English

protest organizations many of the best  
 known Soviet dissidents, like Andrei

and Thing/But also draws some inspiration from Windows 95 and the recently launched Mac OS.

**Direct the Player**  
The selected team, ready  
to advance, followed and

Microsoft's Windows has progressed features and added functions so powerful I guarantee you'll be amazed. We'll be talking about saving folders transparently, dragging, automated desktop icons, calendar management, free access to windows and so on. Don't worry if that last sentence was gibberish; it's easy to learn more. [www.microsoft.com](http://www.microsoft.com) will tell you how.

installing the Council's chosen version (Article 11) probably never cost another dollar under Article 12.

**Starting from Thing**  
We're going to use Thing, v1.10 as the baseline from which to talk about progress with a few exceptions, anything Thing can do, progress does better— usually with great art by 1999.

There's something else besides, pretty to all and from a distance. It's a power over, develop and drive as many options, your pretty much toward to explore there to see what it does before writing on a working setup. Even then the only to make an honest day.

Mar. Cliff excavations and were not  
winced by "spiny rollers" as it is  
to see the features on the Mar. platform.  
The feature curves as usual in rapping  
the in holders raised deep inside other  
holders.

It would be like this, only I like my folders to support me when they have not a drive slot, and hold them there. After a long contemplation drive on rollercoasters, the drive opens to display its contents. Besides the folders, there is a folder to point target path, and it automatically opens to display a new window, some pop, keep repeating the process until you arrive at your destination (these last bit are

Does it worry about going over his 100-mile limit for general work he traveled last month, says the director, not a good idea for him.

When the Meritkings have their  
ropes and the windows all close themselves  
and you end up back where you started  
it's easier to see than you think!

While we're on the subject of life-copying, please call our Kinko location in St. Louis.

The coding for setting up Rohini interaction contains some partial sets of. Specific drivers can be excluded and options to skip long filenames and protect case sensitive filenames are available.



doi:10.1002/ajim.10003





# PhotoScan

**Sandy Thomson takes a professional look at the Floppyshop digitising service..**

Have you ever looked at the mountains of film you have just created and said to yourself "All this needs is a photograph. If only I had a scanner!" Well, help is now at hand.

I have been a professional photographer for 30 years and in that time have accumulated a vast quantity of photographs and negatives. One of the main reasons for getting into computing in general, and Atari in particular, was to enable me to transfer these images into digital format.

Now, Delany's Floppyshop now provides a service which will scan your own, or other camera, got for the making for a chosen colour or monochrome only need the original photo scanned.

PhotoScan is a service which accept a photographic print or drawing, or any other local art work, and scan it. The resulting file is then saved in the format most suitable for the system in use, and on the best possible medium. These scans can be supplied on either 5.25 or 3.5 inch high density disks, depending on system requirements, or on a hard disk or Zip cartridge if the professional service is preferred. If permanence is important, there is an option to have images saved to CD ROM for a low pounds price. Photographers negatives can also be scanned, although I have noticed the quality of the results are variable.

Because I am familiar with all things Atari, I can supply the format best suited to the set up in use, be it C11 (PC), EPP (Mac) or IIFX (Amiga). Indeed, if the computer is online from supplied by Floppyshop, it completed correctly, this will be done from what format will be most advantageous to the customer.

PhotoScan provides two levels of service "Standard" and "Professional".

**P**oor quality or small print was used for the scan. The resulting scanned image was slightly better than the original, even the most careful print reproduction.



For Alan, using a standard 51 with up to 440k of memory, the Standard service is the best option.

An illustrated scan at 200dpi requires a HD floppy disk. The Professional Service is more suited to Falcon or TT owners with at least 1Mbyte memory as a 614k print scanned at 300dpi uses 1.100k, and a 400dpi will need a massive 24.210k. Anyone got a TT for sale?

The test material was sent Steve, consisted of two colour prints 6"x4" and 8"x6", an instant quality disc with both matt and glossy surfaces. They delivered both professional quality photographs and full size scans. The results were consistently excellent.

Prices for the service start at £1.50 per scan for the Standard service and £4.50 for the Professional service. If a CD ROM is required, that will cost £10.00 extra, with a charge of £1.00 each extra page. (prices valid 10/9/94)



**L**arger prints required using the Professional service resulted in files such that after eight hours the drive on a 100MB format using Fast or Mega format a clean system only, there is not an eighth memory left to profit!

For larger quantities discounts are available with a 25% reduction per file for from 10 onwards, and a 75% reduction per scan for 25 or more scans. If you need a particular size or quality of image, Steve will be happy to give any advice necessary.

## Conclusions

For anyone who requires a few photos scanned for a specific project, this service is ideal. For any sort of bulk work, the cost would soon add up and you might as well buy your own system. ☺

## PHOTOSCAN

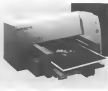
### Contact

Floppyshop, 100, 100/101, 100/102, 100/103, 100/104, 100/105, 100/106, 100/107, 100/108, 100/109, 100/110, 100/111, 100/112, 100/113, 100/114, 100/115, 100/116, 100/117, 100/118, 100/119, 100/120, 100/121, 100/122, 100/123, 100/124, 100/125, 100/126, 100/127, 100/128, 100/129, 100/130, 100/131, 100/132, 100/133, 100/134, 100/135, 100/136, 100/137, 100/138, 100/139, 100/140, 100/141, 100/142, 100/143, 100/144, 100/145, 100/146, 100/147, 100/148, 100/149, 100/150, 100/151, 100/152, 100/153, 100/154, 100/155, 100/156, 100/157, 100/158, 100/159, 100/160, 100/161, 100/162, 100/163, 100/164, 100/165, 100/166, 100/167, 100/168, 100/169, 100/170, 100/171, 100/172, 100/173, 100/174, 100/175, 100/176, 100/177, 100/178, 100/179, 100/180, 100/181, 100/182, 100/183, 100/184, 100/185, 100/186, 100/187, 100/188, 100/189, 100/190, 100/191, 100/192, 100/193, 100/194, 100/195, 100/196, 100/197, 100/198, 100/199, 100/200, 100/201, 100/202, 100/203, 100/204, 100/205, 100/206, 100/207, 100/208, 100/209, 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[illegible]

# HP inkjets

HP without the  
sauce, courtesy  
of Les Charles...



Front panel is a step further to enable access to the universal printer tools. The HP 580C also is feature-rich, it supports 1200 dpi, 1440 dpi but has on a single 140 pin parallel capable of 600x600dpi or maybe we should look for a better driver it turns out the HP LaserJet 4 drivers are also suitable. Output at 600x600dpi needs lots of memory and with

Papaya also includes a HP AGAL driver which as you'd expect produces even better results.

Special photo inkjet printing on real paper are available separately to produce near photographic output in colour or sepia and I don't personally mind the lack of hopelessly conservative wall step in and repair those expensive ink.

## Conclusion

With the right software these seem to produce a job equal to best inkjet prints, acceptable colour output for all but the most demanding requirements, no using the black and colour cartridges supplied. The theoretical output speed for black images from two pages per minute (ppm) for the HP680C, slows up to one ppm for the HP680C models. The actual output speed is dependent on the size of model, your version and the application and driver software.

A wide range of paper sizes, including envelopes and manila papers, are supported and speeds are available on most high density and PC supported. The build quality is not there but I'd expect that from one of the leading printer manufacturers. The smart model numbers and bundled software seems to be larger with the number but the way with it is the same. **D**

Purchasing a new printer can be a tricky decision for Alarms but just for PC clearance of the market means an increasing number of printers can only be used with Windows. Worse still the manufacturers no longer include comprehensive documentation, not even the control codes, which makes it hard for us in programming to support new printers. However despite the gloomy outlook, slight pattern remains the ideal choice for small office and home use offering both high quality and reasonable pricing rates.

The Hewlett Packard HP680C, HP680 and HP680C series all offer more and better printing but how do they perform with Alarms computers?

## Open the box

I bought a HP680C which comes supplied with inkjet and a colour cartridge. Setting up a simple printer is a matter of inserting both ink cartridges and connecting the leads, so it would be except a printer lead is not supplied. The documentation invites you to drop the post leads using the software provided but I couldn't because the software doesn't run on the Alarms platform.

Happy that didn't turn out to be a problem for me but it is a potential hazard. My model included a CD-ROM productivity pack for the PC and as usual we're left to look for third party drivers to use with Alarms software.

## In operation

Happy, all these printers are backwardly compatible with the HP Deskjet 580 series drivers which are normally included with HP's SpeedJet CDs and most applications writers. Papaya can download serial fonts to the printer and

most ST machines fitted with dthb or less you'll be restricted to working with small images or using virtual memory software like CodeKit.

Imagcopy loads the entire image before printing, then loads it in the printer one line at a time. The test buffer is larger for 600dpi printing, but the image buffer is the same size so overall it doesn't require much more memory to print at 600 dpi compared with 300 or 180 dpi. However it takes four times as long to output a page at 600 dpi compared to the same print at 300 dpi.

Output quality using Imagcopy inkjet paper looks as crisp as output from a LaserJet printer to my calibrated eye. The age old problem with HP DesignJet not being able to print the last couple of lines at the bottom of a page is still there.

The solution used to be to adjust the DIP switches but you've ignored it they also account history. There are two buttons, Power and Resume, everything else is controlled by the software, not by a switch or a key.

One way to get around the problem is to set up your own system page around 8.5" x 10.5" alternatively one could try using a broadly PC aware if you can set your printer defaults using the machine.

Imagcopy using the DesignJet 580 series drivers, produced excellent results but, one which should be satisfactory for most applications. Given the colour situation and the various options offered by Imagcopy I expect it'll be able to further improve the final output with a bit of effort.

Papaya now supports printed colour images and again the HP DesignJet 580 drivers produced acceptable results but

## HP DESKJET 580C

### Internal fonts

Current fonts: Gothic and Verdana

### Interface

1 connector Parallel

### Dimensions

HP680C and 580C series with 11" x 17" sheet high 440mm deep

### Typical street prices

HP 680C + around £175 including VAT  
HP 680C, Annual £230 including VAT  
HP 680C, under £150 including VAT

### Pros

Speeds no problem, top quality, a real and acceptable colour output

### Cons

No way to set the printer defaults without a PC, control codes not documented

# MagiC Multi-tasking

Mark Wherry takes a historical look at multi-tasking, and a closer look at MagiC 5.1...

IOS is a single-tasking operating system (OS) which can only run one application at a time. Overcoming this limitation has kept programmers occupied for years.

On the Mac platform the first attempts to run more than one application were "program switchers" such as *Next (Harris)*, *Linklink (C)*, *Lulu* and *Switch (Harris)*. Several programs could be loaded into memory and the user could manually switch between them.

The first recognisable multi-tasking software was called *MultiCell* (developed by *Macros in Germany*) towards the end of 1982. This "puffy box" application, on the whole, ran the traditional memory-intensive, consequently efficient programs could run at the same time.

In 1984 Apple put the "locking" back into multi-tasking with the release of *MultiTask*. This should have been an amazing product, but during development it had become bloated, very very hungry and very slow, especially on standard 12" screens all sorts of other problems surfaced. With the benefits of hindsight it wasn't nearly as bad as the people make out. The final version *MTS 5.1* like one that got away, because it was never officially released, is perfectly usable and included with Apple's *Classic Mac OS* CD-ROM.

Just after *MultiTask* shipped, *Global Software* released *Gamma*, which ran happily on standard 12" and was referred to by ST format as the best as the multi-tasking system that *MultiTask* should have been! *Gamma* was quickly established "best in North America but never really took off in Europe where something magical was about to happen.

## It's a kind of MagiC

*MagiC* was released in 1984 and it was, and remains, the only complete IOS-compatible OS replacement. All the other alternatives merely replaced part of IOS to facilitate multi-tasking which left

all the other IOS problems such as the buggy serial port, pointers and the infamous 40 loader bug intact.

However, *Block* and *100%* failed the first *Macintosh* compatible release and in the meantime *MagiC* lost a lot of friends. *MagiC* is currently also available for the Mac and PC platforms offering IOS compatibility on three different hardware platforms, a remarkable achievement.

## Without Delay?

With IOS no longer under development we're lucky that some developers have continued to offer system enhancements enabling us, marketers, to take advantage of the latest trends in OS development.

An excellent example is the *WDAIAC*, extension programmed by Thomas Kirch, built into *MagiC* from the onwards, and available to non-*MagiC* users as a separate *Aut* folder program.



▲ The *WDAIAC* test window display.

*WDAIAC* provides a standard interface for one modal dialog, along with a list selector. By calling *WDAIAC* primitives, an user interface and avoid having to include three built-in modules. Users get a consistent user interface and applications need less memory to run, so everyone is a winner!

Recently a patch is being developed, known as *WDAIAC 2.0* later can now configure the driver from within applications without the need for an



external control panel or desktop. For more, get *MagiC* from *Global Software*.

## TIME SHARE?

A multi-tasking OS is a fairly simple thing, each application only runs many times, it switches rapidly between each one, it then creates the illusion that each program is running at the same time.

One of these two between applications is called "time sharing" and two different ways of sharing time between applications have emerged. These are called "co-operative" and "pre-emptive" multi-tasking.

Co-operative multi-tasking devotes most of the processing time to the application with the active (foreground) window and only gives background applications a slice of the action if the foreground program is idle or a background application decides a time to make it to ask the OS a question or bring all the other applications to a grinding halt by displaying an alert dialog impeding further action.

Pre-emptive multi-tasking gives each application a smaller more rapid time share regardless of the foreground application or system calls. In everyday use there is not much to choose between the different methods but people tend to regard pre-emptive multi-tasking as superior in co-operative multi-tasking.

*MagiC* is a pre-emptive multi-tasking OS which can be modified to run as a co-operative multi-tasking OS if preferred. *Gamma* runs as a co-operative multi-tasking OS by default or as a pre-emptive multi-tasking OS using *MMT*.



### Minor opportunities?

Tools, many of the ongoing features identified in MagicC versions 4 and 5 such as (potentially) loadable file systems and device drivers, have proved virtually untried and unsupported by programmers. Interestingly these features are also available under AMN!

Tools effectively allow multi-tasking within a program. For example, instead of programming (back to back) logical printing, window programmers could simply start a "child" process containing the print routine and leave MagicC to get on with it.

Loadable file systems work like the small programs where the OS loads in and a new file system like a CD-ROM, network, or RAM disk. Currently only the latter exists which is a shame. A new CD-ROM file system for MagicC would be a blessing!

Loadable device drivers are similar to loadable file systems except they add a new device to your computer. For example, the emulated printer device EPBM (based on HPGL).



**▲ EPBM actually programming the MagicC file system can also occur via directly just like this!**

### Discrepancy evidence

I wanted like to know who exactly writes the 40 pages or so enough to document a complete operating system? All though what is available is well produced it is poorly organized leaving users to poke around and hope!

MagicC 5.0 came with a text file that did briefly explain the new features (see C:\11 comes with the exact same text file as labelled 5.1). In contrast the documentation explaining what is new and that's not good enough!

### So what is new?

The first thing you'll notice is enhanced window handling. Previously when moving a window a ghost (faded) representation of the window appeared

and you moved this to the destination. In MagicC 5.1 windows no longer do this. Instead you move the window in real time (instead). Windows moving is even more impressive as you drag the mouse gadget around, none or opaque themselves in real-time so you do not really what you'll get when you release the mouse. The only other OS, on any platform, which currently offers this is feature is Access 3.0 MC OS and to have this feature on our platform year old platform is impressive!



**▲ Window shading 'fills up' windows like a window that is being just the title bar visible**

However, real-time windows gobble up processor power so holding down the Control key displays the window ghost images again. The choice is yours.

Window shading is great fun for a few minutes, especially if you use keyboard to add sound effects to the actions, but I don't use the point. We already have perfectly sensible icons and icons options. Shaded windows can be localized like any other.

A similar but in my opinion more useful feature has been implemented in the latest Mac OS. This enables windows to be collapsed to a bar across the bottom of the screen - similar to the Windows95 task bar.

### Forgot me note

We'll hear of people using desktop note editors. I've supported the MagicC system based on what these users but I'd have to admit there's one of the best. It is a quick, simple and compact feature into your system than the alternatives. On the downside it hasn't been implemented yet well!

### Load, but not load

I have encountered an annoying disk problem with the new version. It's load my computer with a disk on the drive then try to access it, loading the program crashes or the computer hangs.

I'm aware not all users suffer from this problem but if anyone has a solution or can explain what's happening please do get in touch via the usual editorial address.

## PROGRAMMER'S PROBLEMS

The programming documentation for MagicC is only available in German and all the material is written for the Pure C. In the UK most people use Microsoft C++ and can't read German. The available information is a real obstacle to development. We really do need any or all of the following:

- ▶ Some programming functions we need both C++ and C++.
- ▶ Someone to release an English (or German) version of Pure C, or the UK.
- ▶ English documentation on all C++ code that would be perfect for this.

### Conclusion

It's development is slow and flawed. While making it too good to do without so if you don't already own a copy of MagicC and you have at least 4MB of memory and a hard disk, get a copy now!

German is an excellent alternative, but doesn't enjoy the widespread support given by authors to MagicC. Most OS and RAM is fine on low-end machines and for instant other Magic programming.

## MAGIC 5.1

### Publisher

AT&T

### UK Distributor

System Solutions

### Contact

Tel: +44 (0)181 4911111

Fax: +44 (0)181 4911111

### Email

info@system.solutions.co.uk  
URL: www.system.solutions.co.uk/magic/

### Cost

£49.95 + 2 x upgrade (each + 4)

### System

All Atari 4MB and hard disk recommended

### Price

A complete compatible first volume's pure C++ multi-tasking operating system. Lots of "hidden" features. Widespread support by programmers.

### Game

More documentation. Virtually no English programming examples.



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- Complete with 2x 5.1 speakers
- HADDS..... from £1299.00
- Brought from manufacturer
- NOT grey imported!
- HADDS enhanced..... £759.00
- 3 drive 144K..... £99.00

## Other Hardware

- Link 97..... only £49.95
- 4C24 to SCSI adapter for the 2T
- Internal SCSI Bus kit..... £49.95
- 16bit cards
- 33.6k baud modem..... £69.00
- UART & CT upgrade
- 33.6k baud modem..... £99.00
- UART & CT upgrade ★

## Software

- Geneva (real time)..... £19.95
- Powerful multitasking software
- NetDisk..... £79.95
- Ony real Desktop replacement
- GEOMETRY & NEOMOUSE..... £99.99
- Assemblage Pro..... only £39.95
- Storage & file file editors
- Connector Pro..... £79.95
- 5.25 to 3.5 floppy
- Stalker..... £79.95
- Utility tools replacement, per pack
- Stenc..... £24.95
- Word table & word with tables
- Thought..... only £49.95
- Utility & data for 8. & 16bit software  
that is useful for Atari program!

## BSS Products

- Neomouse..... £29.95
- 2.5" disk to require cartridge
- 233 module for APX5 power
- For Moby, links to the
- 1000 file browser, 40000" 100000
- MB module..... £229.95
- Variable..... £14.95
- 11.5" to 11.5" cartridge
- POWER PACE..... £99.00
- APX5 module, 40000" 40000" 40000"
- BSS Debug v2.0..... £39.95
- 11.5" 10000" 10000"



- APX5 Module v. 2.44..... £79.95
- Libraries..... £9
- APX5 Intro v2.44..... £29.95
- Set of disks..... £49
- Intro-Module upgrade..... £19.00

Happy  
1998!



## Titan Designs Ltd

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# Stop reading my mail!

Thomas Binder takes a look at "Pretty Good Privacy", a public key encryption utility, which aims to keep your private mail private, and a lot more besides...

If you need to send confidential text or sensitive data via e-mail, you should consider encrypting your mail, so only the intended recipient can read it. There are many cryptographic

algorithms, but the most common are symmetric ciphers, which use the same key to encrypt and decrypt data (not recommended for email) and asymmetric or public key algorithms, which use different keys for encryption and decryption.

"Pretty Good Privacy" (PGP) is a popular public key algorithm which uses the "Internal Mail Cipher" system (MIME) developed at Zurich. GnuPG uses keys with a length of 1024 bits compared to the alternative "Data Encryption Standard" (DES) which was 64 bits and is considered very secure.

DES keys do not have to be exchanged, instead PGP creates a truly random session key, encrypts the message using DES with this key, and then uses the public key scheme RSA to encrypt the session key. After that, the encrypted message and the encrypted key are put together and can be passed to the recipient.

For example, when A sends a message to B, PGP does the following:

- ▶ Creates a random 128-bit session key
- ▶ Encrypts the message using the DES algorithm (which makes it shorter and less vulnerable to crypto analysis)
- ▶ DES encrypts the message with the session key
- ▶ DES encrypts the session key with its public key
- ▶ Concatenates both the encrypted message and the encrypted key into an output file

When B receives the message, PGP performs the following steps to recover the data:

- ▶ Separates the encrypted message and session key
- ▶ Restores the original session key using DES with B's secret key
- ▶ Decrypts the message using the original session key
- ▶ Unpacks the message

If you have more than one intended recipient, PGP does not create multiple session keys. Instead it puts RSA-encrypted "warnings" of the session key for each recipient into the output file. Thus, if you send the same message to ten people, the PGP output file would contain the DES-encrypted message once and ten session keys, each DES-encrypted with the public key of the individual recipient.

PGP also enables messages to be digitally signed, which makes it possible to be sure a message written by you has not been altered by anyone. To do this, a "digest" is created which contains a sequence of numbers which exactly matches the message. No other message could have the same digest. This digest is then encrypted with the secret key of the writer, resulting in the signature. To check it, PGP simply uses the public key of the author to decrypt the digest, then compares it to the digest of the message which the signature belongs to. As only the owner of the secret key is able to create a correct signature, it is such a proof that the message is authentic and was written by him.

The nice thing about digital signatures is that PGP supports both plain text and binary data which means it is possible to digitally sign files archives or anything with access to the author's public key. You can check whether this copy is an original.

## Key management

If you want to exchange email with someone using PGP, you must first exchange your public keys. PGP offers

two methods to do this: you could generate a key using the key program, or, if you have your secret keys and should never lose or give it to others, the other contains all public keys, including the counterpart to your own secret key.

You should maintain two keys of both keypairs, because the loss of your secret keys could be very embarrassing. The only thing worse than losing your secret keys is not to generate the pair held of your private key as PGP needs this to password-protect the state so you don't choose an obvious one!

Unless you obtain a public key directly from the owner (which means who is physically present), how can you be sure it is not someone else's? PGP offers a couple of good features:

## RSA

RSA is a popular public key algorithm which is named after its developers Ron Rivest, Shamir and Adleman over many numbers.

Today, only one way is known to break a non-trivial RSA key: the factorization of the product of the two primes used to create the key, in other words, the product is known and you have to search for the two primes used to create it. The security of RSA is based on the fact that there is currently no way to make accurately no fast way to do this for large primes. Consequently, the larger the primes, the more secure the resulting key is. Experts believe it is safe to use keys with 1024 bits and onwards because it means the speed of today's computers and the known factorization algorithms, that means a key with that bit will be safe for years. Good news for users who use such algorithms to generate large numbers as an alternative strategy to break RSA. I'd recommend using the at least 1024 bits, unless if you need to protect data for long years or more.

- Every key has a "fingerprint", which could be checked by phone
- Keys could be digitally signed. When you're absolutely sure a key belongs to the person you think it does, you can sign the key using your secret key, and send it back to the owner

If you subscribe only to one or a few lists, you can check if a key is genuine a minimum you trust level naturally where public keys you already trust before deciding whether the new key is likely to be genuine

#### Risks

Even though PGP offers excellent security it still needs to be used responsibly

- Don't trust public keys without at least checking their fingerprint and don't check them by email
- Never ever sign a key unless you are absolutely sure it belongs to the person you think it does, because once you sign a key, you regard to others the key is genuine

Of course, it is also possible, sometimes, to use PGP to encrypt private messages

### RECOGNISING PGP MESSAGES

As PGP messages are themselves readable, we can try to understand what is in PGP files. PGP messages are usually the result of a key that is represented as a group of characters which can be decrypted by email. When in the world will you see you may already be familiar with. To others, they are just the meaning program could also result in a PGP message surrounded by the following code:

```
-----BEGIN PGP MESSAGE-----
-----END PGP MESSAGE-----
```

In databases, however, you can use the key file also after you have a key to use it.

```
-----BEGIN PGP SIGNED MESSAGE-----
```

This means the following text has been signed by its author. The signature is attached at the end of the text, is the version marked with

```
-----BEGIN PGP SIGNATURE-----
```

Sometimes, people also send or post their public keys, represented by these two lines:

```
-----BEGIN PUBLIC KEY BLOCK-----
-----END PUBLIC KEY BLOCK-----
```

In practice, you can simply drag it to the desktop or the message on the PGP executable. PGP automatically detects the type of the message and takes the appropriate action.

But the added benefit is to calculate the secret key to a public key or break the IDEA cipher, is so high it would take years to do it, even using some powerful computer network, they are more likely to get really using "conventional" methods or evidence.

#### Why use PGP?

It is a good idea to use PGP, you may wonder whether to better using PGP at all, especially if you don't have any confidential stuff to send. You're not alone: some experts suggest sending encrypted data simply attracts the attention of hackers. On the other hand if many people use PGP for office cryptography, it would attract the same degree of attention a typical e-mail and egg company?

Another reason to use PGP is simply prevent casual virus on. Think of PGP as a strategy for your mail. When you send a postcard you always require can read its content, email is much the same so it makes sense to put it in a PGP envelope.



▲ PGP is a command line tool which is controlled by entering parameters

#### PGP and Atari

PGP is a command line utility written with portability in mind which has the advantage that versions are available for most platforms. Including ours. Unfortunately there are not many users already but hopefully there are native OS/2 shells which provide a convenient graphical user

interface to use PGP. One of the first versions is Easy PGP programmed by Michael Sander. He is a student who is now and will be an employee at Atari. He is also interested in what you think of an encrypted email to have to call call PGP to be able to read it

and he wants to apply for sending PGP encrypted mail. However there are a lot of reasons, such as OS/2, which often lack in PGP support or allow the use of PGP as an external filter. This means you can optionally encrypt/decrypt mail before sending it, and receiving encrypted mail can be automatically decrypted when you want to read it.

#### Getting PGP

Almost every BSD or IIS server running Unix software will carry a copy of PGP. The URL below is an excellent example, all ports have a copy of the key to select your platform then displays a list of links to various countries.

#### URL

<http://www.pgpe.com/download/INDEX>

The current Atari version is 2.0.1. It is the international release. After registration, the active file takes the time to install the decryption. It is not a good idea to use PGP without testing them and for a list of any PGP version which came

without  
the secret key?

I really have a lot of people who you can easily when you get it. Probably if you see this you it also with ensuring the version, publisher and company is involved in the production process. You can't be tempted with the fingerprint.

```
93 8D 22 37 87 8D 7E FC
2F FB 02 38 5D 3C 8D 21
```

If any of the my public key is not a real address, is

gryffindor is a wizard or



▲ Easy PGP is a GUI that for command access to PGP





# TOSBOX v1.01

Martin Milner looks at yet another Atari emulator...

TOSBOX, programmed by Mark Siegel in the US, is an Atari ST emulator which provides an real-time fast run TOS and GEM applications using DOS via Windows (3.1 or 3.11). In common with most other emulators, TOSBOX requires a TOS image (copy of the Atari operating system) on disk. This can be saved to disk from your real Atari machine using the utility provided.

## Design objectives

TOSBOX is unusual because, as Mark explains, "TOSBOX works from the system down rather than from the hardware up. The idea was not to make a PC software as exactly as possible like an ST, but to run Atari applications as seamlessly as possible on a PC." Mark goes on to say "TOSBOX is not a complete hardware level emulation of an Atari ST and isn't designed to run games and graphics drivers."

If you want to play games the Fast-AST Atari emulator, programmed by Frederic Gideval in France, is a better bet.

Wherever possible, TOSBOX redirects and translates system calls so if there is a problem, the hardware itself was emulated. TOSBOX currently emulates the Window and serial port, and includes support for hardware flow control, the DTR and DCD lines.

The method used to handle the keyboard is unique and seems free from the glitches and lockups that plague most other emulators.

The TOSBOX processor emulator is written in assembly language, which enables more bang for your buck, especially taking into account Mark's single philosophy: TOSBOX is unique, it is efficient and appears to run faster than any benchmarks suggest.

Mark has no plans to emulate the HREF ports, a 68000 processor or use a Real-386 or 486 hardware.



▲ TOSBOX runs-up leaves the Atari v1.01 - outstanding under emulation

## Requirements

TOSBOX runs on 16 bit protected mode which requires a 386 processor or better. I required a VGA or 2 or higher VGA/GCA graphics card is recommended along with a mouse and drives software, at least 2MB of memory and a hard drive. This pretty much means any PC bought within the last few years will be more than adequate. TOSBOX should work with all DOS versions up to and including 3.90.

## Obsolesce

It is while in keeping all your Atari related files in a folder away from the rest of drive C, where they become hopelessly mixed with other PC files. There, there, don't fret! It is not and it maintains the bulk of the files and corruption. I also use Fast-AST so keeping everything in folders means I can point both emulators pointing at the same folder.

In short, programs in TOSBOX is started in an 80 incompatible emulation it is possible to change resolution from the desktop, give like a real ST v1.01 or v2.

running one of the cast on emulators, the down work, having the MP.com hardware. But you can't run the Atari 104 files and select between them.

If you encounter a program which fails in a particular emulation it may be to create a custom PDI file, and use it for that particular program.

## Thunderbolt are God

When not using TOSBOX, I'll run TOSBOX and you'll not find it at the Atari de-Mail, if you don't see check your PDI file settings carefully. To test emulation, if any error gives the 12 wheel 11+ (Thunderbolt) keys, use the information provided in the Thunderbolt which helps up the DOS is more with updates in real ST mode or just.



▲ TOSBOX can address the PC CD-ROM files you often find. More importantly displays an image from the ST v1.01 CD-ROM



libraries, real-time mouse TOSBOX runs all the AUTO folder programs then starts any active desktop environments and it will even add a task manager to help manage all the extra working environments. Unload and Run a batch consisting of a program say a .

## TOSBOX CONFIGURATION

Before launching TOSBOX you must tell it the required TOS file and if you're port and requirements table, for Windows Platform. It's 100% intended to run 68010 level software. The main options you need to set to get a working setup are:

- **system:** Make sure the path points to the location of your TOS image file
- **memory:** Real-time machines cannot easily be upgraded beyond 4MB. TOSBOX allows up to 16MB memory to be allocated
- **video:** make sure in the table to select the desired screen mode. Real-time TOS 1.04+e later is to allow the extended resolutions
- **external Control:** Enable this option to use the extended 10 colour resolutions, otherwise you may find text appears expanded to full normal height



The file is fully commented and reasonably self-explanatory.

### Speed versus resolution

- The higher the screen resolution and number of colours you decide to run the slower ATARI emulation will be
- The higher the specification of your PC the faster ATARI emulation runs

The 640x480x16 colour resolution mode is a good choice for any Pent or even Intel PCs, giving a good balance between extra functionality and speed. If you've previously only used the standard 640 resolutions on real ATARI machines you're in for a real treat - go on, have some fun, before using your favourite software!



▲ Faster than a meeting hell - simply!

to be executed in real-time order. This makes it easy to shuffle the running order by moving files instead of physically moving them into and out of folders.

A software screen resolution is available. TOSBOX v1.0 is later a recommended if you intend to use the extended screen resolutions.

One of the days when magazines posted lists of compatible software, most GEM applications will work perfectly. If you encounter any program which fails miserably take the time to report them to both Mark and the author of the program, that way the emulator will get even better.

Like most other emulators any software which has the hardware clock (game) requires a really co-processor the CDP (Apple) or a 68010 processor (Atari) code software won't run. Since there's no MMIO support and nowhere to plug in cartridge port designs most musicians will be better off working with real Atari machines.

### How fast?

A Pentium 75 runs around twice the speed of a standard 486 depending on the actual tasks being performed. Most PCs on sale today are appreciably faster so faster port and better!

### Serial Port Emulation

The Atari serial port is emulated at the hardware level and can be mapped to any of the four PC COM ports at speeds up to 115200 baud. real ATARI machines top out at 19200 baud! Because the TOS serial routines are buggy you will need to use a patch program such as SERIALS (PC) or HANDBOOK (PC) in your AUTO folder.

There's a problem with XOS 1.14 which makes an unsupported system call. Mark is planning to work around this in a future release. In the meantime your mileage may vary. I experienced problems getting STAC and STING working with GAB yet other people have reported trouble-free working set-ups.

### Parallel port

I experienced some problems getting the PageOne which I solved by setting PageOne to 'No TOS' option in the Options > Compatibility dialog. Look for similar options in other applications.

### Conclusions

Being in need this is an early release TOSBOX shows great promise. The keyboard handling is rock solid and you get a taste of the colour resolutions, normally only enjoyed by Atari owners. The ability to toggle between resolutions and switch 640 files is very flexible and as soon as Mark has sorted out the remaining glitches the serial port handling I will give TOSBOX a more appropriate and regular review. My recommendation for you is to wait! ☺

## TOSBOX v1.01

### Author

Mark Skagell 1716 Ross Road, Austin, TX 78704, USA  
Email: skagell@attmail.com  
URL: <http://www.parade.com/MarkSkagell/Info/1987/>

### European support

#### Info@atari.com

Tel: +44 (0)1296 286 600/601  
Email: support@atari.com or ukURL: <http://www.atari.co.uk/~atari/>

### Notes

Shareware: \$45 direct with author or \$12 via InterActive

### System

16MB 486 or Pentium equipped PC with VGA v1.2 or higher VGA/Ca graphics card, mouse direct software (only necessary minimum, a hard drive and a TOS image on disk)

### Price

Cheap, fast, reliable keyboard handling, reliable auto Control

### Cons

No Help or Undo keys, not the best choice for games, doesn't run set-up

87%



Other useful tips and pointers in the package include a power supply all the necessary connecting leads and, thoughtfully, a DB25 to DB9 converter for computers with the old 25 pin RS232 port - perfect for 1200, 1040s and Amiga.

Plugging a modem these days is more or less self-explanatory under Windows and even, for added peace of mind, Windows also handles menu setup and configuration. It also sets the system modem as high priority, so installing a fax-to-telephone adapter. Nevertheless, having looked together at the Hayes AT command set, a more technically minded user will be able to set the Motorola name and file paths themselves at 100.

## ANALOGUE vs DIGITAL

Motorola's benefits with COM Integrated Services Digital Network (ISDN) is the digital equivalent of a standard analogue telephone line, but with a variable bandwidth in multiples of 64Kbps depending on how many channels you are prepared to pay for, and better reliability overall for electronic data transmission. So why are I not suggesting you rush out and get a line installed? As the moment, BT is making small efforts to promote ISDN and then only at a very business-oriented level. Its packet brochure makes no mention of residential access, although it will actually install one subject to a waiting period. If you apply for a residential ISDN line, you'll be charged at the same rate as commercial established lines - ie it's clearly still in its infancy in some respects.

Residential adapters (which sit between computer and line, sort of like a modem) are readily available and, fortunately, there should be no problems using your existing cabling infrastructure, as the interface between computer and modem/installation adapter is digital (the external terminal adapter and AT commands just like that modem counterparts). It's the actual method of transmission which differs and already there is an alternative to ISDN: called xDSL (also digital, underlying truth). This also rates the need for a special line as it uses existing analogue cabling.

Adapters are made for beginners, and light users, and at their current price and specifications it's no big commitment to get on line. If you're struggling with 14.4Kbps or slower rates, and want a big UK upgrade, one of the latest modems will provide an effective stop gap until a more electronic transmission standard is well and truly established.

## AT&T FRIENDLY ISPs

### ZETNET

Telephone: 0118 958888

Fax: 01855 892448

Email: info@zetnet.co.uk

URL: <http://www.zetnet.co.uk>

There are over 100 Access Points on Zetnet. Information pack available on request which contains a brochure about the PC software, a "What is the Internet" booklet, a price guide and code-line Zetnet accounts offer.

- One email address in the form [username@zetnet.co.uk](mailto:username@zetnet.co.uk)
- 100k free webpages
- Delnet Adm Access Pack which includes:
  - A 14.4Kbps ISDN, 19.2Kbps MODEM and XMODEM - everything needed to access the Internet
  - UK local call access via an 0845 number
  - Access to the Delnet Admnet mailing list, which is the same support as a mailing list where Alan users talk about Admnet-related matters

#### Cable

- Free set up
- No on-line charges
- £16.45 (VAT included/VAT) annual monthly charge or £7.33 (VAT included/VAT) per month

3.1 of lines.

### CIX

Telephone: 0800 255 5888

Fax: 01945 641 140

Email: Sales@cix.co.uk

URL: <http://www.cix.co.uk>

There are currently at least 200 Access Points on Cix. The Cix brochure is available on request by telephoning or via the web page. It's also worth taking a look at the SwiftCIX offer in ADPS 2.1.5.

CIX accounts offer:

- One email address in the form [username@cix.co.uk](mailto:username@cix.co.uk)
- 100k free webpages
- Free general technical support
- 19.2Kbps local access via an 0845 number
- Access to Cix conference (via a separate 0111 number)

#### Cable

- Free set up
- Occasional line tariff (084 087)
  - £8.25 (VAT included/VAT) minimum monthly charge which includes up to two and a half hours free. Additional online time charged at 4p/VAT per minute, charging rate and 1p+VAT per minute peak rate.
- Standard line tariff (084 087)
  - £14.58 (VAT included/VAT) minimum monthly charge which includes up to 25 hours free. Additional time charged at 1p+VAT per minute.

## SETTING UP THE ModemSURFR



It's not (just) a good idea to set up a modem before about 5pm on the first evening (though it's probably the ISP's lines really are that busy). Take this tip from Zetnet's tech support: "This is a problem with the modem card. I have heard that Motorola are actually withdrawing them from the market but that hasn't been confirmed yet. The solution is to configure the modem to be in America rather than the UK. The cause of the problem is slightly in do with the 0845 that we and many other ISPs are now using. The first time it is a little longer than normal and in the rest of the time, since the Motorola modem picks this up as an engaged tone. Changing it to the American configuration will solve this."



▲ Try Am or Office (see table from CompuLink) for Cix 2.1.5 for more info.

## ModemSURFR 66k

### Product name

Internet Solutions

### Manufacturer

Motorola

Contact: Motorola, Medpore  
 Alton, Cambs, Cambridgeshire CB23 1TH  
 Tel: +44 1304 276 790 (ext)  
 URL: <http://www.motorola.com>

### Cost

£89.15 (VAT)

### Requires

Free RS232 port

### Price

Free after warranty

### Comments

Can only be set up by a specialist, involving search for volume control only Class 1 fax.

85%



# Suggestive Remarks

Mike Kerslake's back with more ideas for programmers...

It's all very well me sitting here making suggestions but the idea of the column was to encourage programmers to actually take some of the ideas on and develop them. I'm pleased to report programmers are taking up the challenge and so far the following useful utilities have emerged:

Firstly, you may remember in *AL4* I made an attempt to write a simple A to Z editor and Mathieu Lape, the Home Page Project author, has produced A to Z, you'll find a review in the PC360column pages and it's included on the Reader disk as well.

Secondly, Moppon vi did by Neil Mulking is a HTW in Timecode and AL4 converter. Currently we've received a test version for Windows, but I think Moppon vi would like to adapt it to convert to RTT and Thru Mail and possibly by a slightly reworked editor, support for Papyrus could be implemented. I have been able to convert HTW to RTT although I did require a few problems, under Magic HTW doesn't work Magic, but I'm sure those on the scene can pretty easily find a fix for the problem. At this stage, as if you'd like to do some beta testing, why

not get in touch with them via the usual Atari Computing contact point or directly if you'd prefer. Email: [neil@hewlett.com.au](mailto:neil@hewlett.com.au) or <http://www.hewlett.com.au>

I'm always pleased to hear from readers with their ideas, and this time it's no exception! Mike Davis has suggested the following:

- ▶ A CPU-like Pipeliner (maybe plays)
- ▶ A day and CPU calculator (with percentage, square root and memory options)
- ▶ A CPU calculator/thesaurus

I have these ideas certainly sound possible.

- ▶ A utility file to convert between various ID file formats including SAS, GSP, PSL, RDD and OBI Cylons

I'd like to see a program to convert between CVG to GEM. At the moment only a handful of graphics programs include on-table options, and there are expensive GDT solutions for many people.

Something to convert the popular CDD Draw-CDD format files to an Atari friendly format would also be desirable.

- ▶ A utility which allows all known files in the root directory of C to be kept in one root directory, where a folder called ROOT or so several folders called Root 001, Root 002, and Root 003 with a user configurable path. The user option would be MACOS, SAS, DESKTOP, NETWORK, and XDRIVE (or yes) which would remain. This is already an AUTO folder utility called AOC, PCG which does the same thing for accessories.

This is slightly more complicated because many programs expect to find vital files in certain places, but anything that reduces the clutter of root files to the rest of a host, just-text would be welcome!

So plenty of ideas for programmers to get to grips with there. One I forgot to mention is designed to help both users and programmers, to do just in touch. Whether you have a home, site or business, detailed suggestion, this is also an ideal forum in which to suggest and then discuss it!

Next time I'll be making a suggestion to allow users to submit ideas, and help each other more easily in the future.

MIKE KERSLAKE

## STOS Corner

### Anthony Hendle's Pulsion Extensions

The STOS extension has undergone some major updating, now having the STOS and STOS-2 extensions. It now allows you to write the an alert during modified in the CT or in a disk.

STOS-2: The STOS-2 extension

For those alert letters to

How STOS-2 is working to be used in the STOS-2 extension to get



The latest version of the extension may now use any colour of the STOS colour palette, which means it's no longer limited to the lower 16 colours. In addition with the STOS-2 extension, the STOS alert automatically reduces the screen when it terminates it's call. This means you don't need to reduce the screen yourself. Anthony has now added a Nam extension based upon the original by Dr. Lippold. The new version now works on the Pulsion 16 and 256 colour video modes and commands are backwards compatible with the original extension. It also will work on the Atari ST/STE machines. The paper limit to the number of runs has also been increased from 200 to 512.



Example program using the new STOS extension in STOS colour mode

Another improvement is that the new STOS-2 extension command does it mean the whole screen, only the area in which the runs are displayed, which means it's now possible to display the status, for example, a spreadsheet window and only that window will be erased.

### JAA extension

I've recently finished another details about a new STOS extension on under development by James Arthur. Previously, the JAA extension included a complete replacement for the Atari system on, playing and pointing commands for super graphics then. The JAA extension has been enhanced with a number of new commands and a new enough support commands for the Atari system on to be added. James is requesting feedback on what features would be added. You can contact James at:

James Arthur, 25 Keston Road, Newbridge, Dublin 16, Clonsilla, Dublin 16, Ireland. Email: [jaa@hewlett.com.au](mailto:jaa@hewlett.com.au)

MARTIN MENEZ

# Better Papyrus

Michael High starts a new series taking over where the manuals leave off...

papyrus



▲ Using Papyrus like the Word of the Day app is one to first gain all the 1's!

When you keep a cat you don't get a manual to tell you how to chase. It's the same with Papyrus; I have seen people at B&M Software/Hibsoft assume you know how to use powerful document processing software. We respect those who study Papyrus, users driving around as first gear. If you're one of them, these tutorials are your driving lessons.

Back when people used dull print, writing was a combination of art and craft skills. The operator changed the making of type to produce most letters of legible text in the early eighties; computers and word processing software made it easy to correct mistakes, output in different typescripts, and elaborate paragraphing.

Towards the end of the eighties the DTP revolution split the actual words away from the craft skill of page layout & design, all the grandfashioning. Timesword package smoothed the text would be generated separately and imported into Timesword for page layout. One of the key tools used in Timesword page layout was the use of "styles" and Papyrus adopted and developed this concept as the basis of its page layout abilities.

## Putting on the style

In the Word or using a typewriter, outstyles and formatting are added as you type. Although you can work like this, with Papyrus there is a better way to Papyrus: there is a distinction between writing (getting the words right)

and the formatting and layout. Papyrus makes the page look attractive. Although Alan I'm comparing, Timesword is a combination with a variety of style guides they can't turn you into Shakespeare overnight. On the other hand the response is a good example of

the consistent application of style. The choice of font, size and spacing can often convey as much meaning as the actual words. For example, in almost which words are the heading text.

## The choice of font, size and spacing can often convey as much meaning as the actual words

and even compare mode. A well-known design rule style. The editor also tells us to think "This is a heading so I have to select Sans Serif, 16 point, bold, left justified, followed by an 8 point rule" instead of just indicating it is a "heading" and leaves the designer to take care of the details. This not only saves time, but offers other advantages.

Supposing you have just finished typing in a letter applying for a new job. The words are printed, the spelling has been checked, but the letter just splits over into a second page. Our solution would be to ignore the text size and the line spacing. With local formatting every letter would have to be changed manually using styles, you simply change the style and all the text using that style is automatically updated! Real documents will require the same look and feel and fit onto a single page.

This ability to globally change how text appears throughout documents really comes into its own when working

on complex documents, such as newsletters or hand bills. Papyrus offers both "text style" and "Paragraph style" making things very controllable.



▲ Normal selected text and what the settings look like

## Text Style tips

Text is as simple as many or as it is a parameter as you like. In this example I have set everything except the text effects (bold, underline and so on) because "Normal" is the only style I use. This leaves the option to local and formatting for a casual emphasis. Other text styles would give the first effects, for example, to make headings bold, defined the text style section for text parameters, so choosing a text style can save a great deal of menu clicking.



▲ Underline and underline a more exciting than it sounds!

## Paragraph Style points

In addition to the four optional parameters, the Paragraph style stores three sets of information. These are always set even though they are displayed in the same way as the first style dialog.

list the 140 parameters of the Paragraph Objects are in this option located under the Font menu which has always struck me as inconsistent. Style seems much more logical. It is good practice to use paragraph objects in preference to adding blank lines to create space between paragraphs. Although measured in points (1 point = 1/72 inch) Papyrus accepts decimal settings giving adjustments as fine as four greater or lesser. Second, the line spacing and justification are set with the Paragraph Style. Most important of all every Paragraph Style contains a ruler template with paragraph margins and tab stops.

#### Ruler rules

The ruler hasn't changed much in the desktop as the manual is a fine although a few points deserve further exploration. It is important to understand the difference between document and paragraph margins. Document margins apply to all pages following a specific Master Page - a subject not covered in the manual. Paragraph margins apply to any text with a particular Paragraph Style.



In the ruler example, the left document margin is 1.00" shown by the small tick to the right of the line. The right document margin is shown by the left-facing tick mark at 10cm. They can only be moved via the Page Layout dialog in the Document menu. There are two symbols for the left paragraph margins. The mark at 1.00cm is for the second and subsequent lines of the paragraph, while the tick at 0.50cm is the margin for the first line. They can be placed on the left document margin or between it and the right paragraph margin at 0.50cm.

The three paragraph margins can only be set using the mouse. They snap to the nearest multiple of 0.0625 (1/16 inch or 1/32 point) depending on the

selected measurement system. The ruler displays the distance from the edge of the paper but paragraph margins are set relative to the document margin. If you change the document margins, the paragraph margins appear to remain the same. However, if you move them, they do snap to the nearest 1/32 inch unless you work in multiples of 0.0625 cm, where changes do amount to margins.

#### Tab stops

With typewriters and 1st Word Tables (as far as I can tell) using the space bar. This is not the case with Papyrus. Changing the first increasing the first one or spacing and even selecting bold effect alters the distance covered by a space character. The only way to place text at a fixed distance from the margin is to use Tabs. When placed using the mouse they follow the snap rules, but remain adjustable. Right clicking the tab mark on the ruler line brings up a dialog which isn't covered in the manual. The dialog allows you to change the type of tab and to set up many positions, in addition up to six characters of any text can be set at the "default" tab - a really feature.



#### Document tabs like those in the desktop

To save time when not set up several default tabs in your "Normal" paragraph style menu are set every 1.00cm. As you create additional paragraph styles, the tabs can be changed to different types without moving them, which helps preserve your own layout.

#### One I prepared earlier...

After all, we had up a new software, ignored the manual and immediately was producing some thing with it. All this talk of styles and rules seems to get in the way of getting a document. The good news is you only have to set things up once.

Paragraph and text styles can be saved as templates. These documents are created like any other. Under the Document menu, the Document type is changed to template before it is saved into your template folder. To create the styles, simply create some dummy paragraphs - these can subsequently be deleted without losing the style information. The most useful template

file is called "NoWidth" because it is the file opened via the New document (Command + N) option from the File menu.

Once you have saved your own "basic" style template in "NEW PAF", you can customize the function keys. Double clicking on (Command + F) several is as long as the middle line of the function key displays a dialog where paragraph or text styles can be assigned to a Shift Function key-combination. These can then be saved using the Save options (Command + S) command.

#### Next time

We'll explore the hidden potential of rulers and tab stops. Meanwhile if there are any topics you would like covered drop me a line on disk in PC or Papyrus format to the editorial address. ☺

MICHAEL HUGH

Email: michael\_hugh@bt.com

## ON THE READER DISK

### And there's more...

The Reader Disk includes some paragraph files which demonstrate the various features talked about here along with some user created uppercase and this article.

## HOW WE DO IT!

There's little here, a computer, a program, an Atari Computer. One of these is not as new appearing all the editorial pages in house. Being a strong believer in how good the Atari system is, we wanted to show how a fairly and quite complicated magazine such as this could be produced using Papyrus and other Atari programs.

The first thing we did was design left and right hand master pages, with a standard almost identical set for one with 2 or 4 page articles. We also took the opportunity to change our back front to fit business. For total compatibility we use True Type fonts from Bitstream and set in a serif managed by NWC 4.11.

We've tried to keep a similar look to previous issues, but we have the need to simplify things to give a cleaner look to the pages.

After the addition of editorial text and graphics the finished pages are placed into Atari's conversion files, the pages are transformed by modern laser output on a high quality laser printer then delivered to the printer for planning and finally printing can begin.

THE PRODUCTION TEAM



# User Group News



▲ Dan Driscoll introduces us to the Toronto Atari Federation (TAF)

As Dan says, "TAF currently has a membership of 126 and are predominantly for much old, final and help those in the Atari community to get the most out of their classic of computing platforms, as well as hosting demonstrations of just what is new in the world of hardware and software".

TAF's new executive consists of Dan MacDonald as president, Dan Driscoll as vice-president, James Alexander as secretary, Dave Lee as treasurer, and Jan Phillips as member at large. Dan goes on to say "Together we have been mapping out strategies on how to better and preserve the club. This is much tougher in North America where the Atari never took off with the computing public, as much as it did in Europe, and where to connect with an Atari in these days relies on mail order houses and community with a coloring book and a spreadsheet. Well, it's satisfying to be able to do the same thing, with an Atari that's taken for granted on the more established platforms".

This well attended October 1997 TAF meeting featured open sign up for the Multimedia from HDMA Systems House an Ottawa based software house specialising in drives for a variety of PC, CD ROMs and for connecting modern 4, 5, 6, 8 and 16 bit systems to 5.25, 7.5 and 8 inch.

Using his own hot coded IT Ninja demonstrated his Scan 5 driver software for the Microsoft ILU, a low cost 16 bit that gives very impressive results for also demonstrated his CD ROM software which allows Atari users to utilize such PC files as Indipole 1 which enables the Link & Wapole's encyclopedia, Space Windows and Total Body all of which are able to display graphics and animations from these disks as well as

the information contained in their very expensive disks.

November '97 was the annual TAF Fire Market which had a somewhat smaller turnout than in previous years. Nevertheless, those who did attend or who brought things to swap or sell, had a good time and came away either with much-needed cash or much needed hardware and software.

TAF meetings are held on the 1st of Wednesday of the month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Center Library at 5110 Yonge St. at Parkhouse Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University Spadina line to North York Centre Station. Meetings start at 7:30pm and costs \$1.00 to non members. Membership is 15 Canadian dollars a year, which includes a subscription to the "PHOTO NEWS" newsletter and full use of the TAF Online BBS.

TAF BBS: +1 416 421 0586

TAF home page:

<http://www.ontario.com/~mcdm1/taf/>

TAF PHOTO BBS:

<http://www.ontario.net/~mcdm1-mailing/photo.htm>

photo.htm

Dan Driscoll: TAF vice president.

+1 416 785-0342

Email: driscd@driscd.com

Ken MacDonald: TAF president.

+1 416 523-0586

## Chesham Computer Club

The Chesham Computer Club has been meeting regularly in the UK for many years. There is a meeting report Derryck Coker gives there is plenty of life in the club yet. At a recent CCC meeting, some 15 persons gathered in the Corden Room at the Wilbury Hall Woodmill Lane, Chesham in Herts to welcome Neil Smith of System Solutions to the Chesham Computer Club. Neil and his Hazel died are ambassadors of Atari drives with the Hazels proving itself as a workhorse in the work environment, yet still able to export gaps of achievement at its show speed even in TrueColor mode.

Other items of interest presented themselves during the evening. Peter's

Other items of interest presented themselves during the evening. Peter's

disposable 16 bit conversion kit (a telephone to a fax for 200 pence) was a real head scratcher yet Peter was able to convert it to his Atari Mega2 and was downloading files from the Future BBS. He talks with Mark concerning an AT through for the 4 to 24 pin D sub adaptor seemed to be missing some vital functions and the AT's shifter board was waiting for the callphone to respond.

Support of conversions mentioned included some timely advice on the unsuitability of high density disks in double density drives. All in all, it was time to park up and depart with the next meeting in the new year on the 21st February to look forward to.

For further information or how to join the TAF please contact Derryck Coker, Chesham Computer Club. Email: derryck@ccs.co.uk BBS: internal 50 102/100/100/100 Tel: +44 (0)492 62 62110

## North Yorkshire Atari Group

Next Luncheon in Rotham would like to hear from anyone in the 5 talks were intended to involving a life of your group. Email: nyratari@compuserve.com or tel: 01779 425114. Alan Ayres

## Penny for your thoughts?

I like my user group because it takes me away from my keyboard for a while and I get to meet people who are local to me and we can chat and discuss problems face to face. At previous meetings I've heard someone's HLE, helped test disks and programs brought old programs and let and so on. The Atari platform has a community behind it, other platforms seem to consist of people complaining. I only have a 486 CDP. I used more 8446, 38446 and enough for Word! I like my 486 and generally speaking I like the people associated with them. And Murphy via Gail

the Atari Computing, user group page is a repository for user groups around the world. If you'd like a mention please do get in touch. Al Corbell, Atari Computing User Group "Atom Theater" Queen's Crescent, Johannesburg, 205 085 Scotland re Email: usergroups@compuserve.com Tel: 00 108/215 8000/10



# Multi-player mayhem

This issue, Xav starts to look at the Team Tap hardware



The problem is to describe our four "group select" lines into sixteen lines, only one of which is low at any one time. Herein -

The solution is a bit more complex. This is a point of problem in a common use and as a consequence there are chips designed to perform the task. What we need is a type of demultiplexer - a device which routes an input to one of several outputs, depending on the state of some control inputs compared with the multiplexer which routes one of several inputs to a single output.

Using a normal demultiplexer we would need to tie our input line to ensure that the selected output goes low. In common use this particular IC is used in address decoding for microcomputers (usually there are a family of chips called "bus decoders" which are effectively multiplexers with three input and four outputs). For this application we want to describe four control lines into sixteen outputs - so we use a 4-to-16 line decoder - and you thought electronics was complicated!

As it turns out, there is only one "standard" 4-to-16 line decoder: the "7414 (Maxim code: 7414AN) which costs around £1.40) so we'll use that.

## So what?

That's pretty much all there is to a Team Tap - well to the guts of it, at least. Naturally there are diodes, resistors and capacitors, but their sole purpose is to

keep things clean and tidy from an "ethereal point of view" like I consider there is a future situation when we'll look at a complete circuit diagram for the Tap, but until then let's examine that decoder more closely.

First of the four control lines on the right of the diagram. These come from the

main system and by wiring, different make to the C16, we can put up to sixteen different bit patterns onto their "inputs" from 0000 to 1111. Each of these bit patterns relates to one of the outputs with 0000 relating to the first and 1111 to the last. When a bit pattern is present on the control lines, the associated output is taken low while all the others are pulled high.

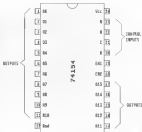
In a simple world, the first four bit patterns (0000, 0001, 0010, 0011)

would be used to access the four feature groupsets: the first Tap socket, the first Tap socket, and the last four (1100, 1101, 1110, 1111) would access the last Tap socket. As we've seen on previous issues it's not that simple, the joystick is read by taking one of the four lines low by using 1110, 1101, 1011 or 0111. Clearly these

are not the same as those for the first socket - and actually clash with some of the last socket.

Our simple world example therefore would work but it would mean all the joystick would have to be read using different make to the standard joystick. This in turn would mean the user would have to keep unplugging his "Team Tap" in order to run "normal" games. The solution is not to use our simple world method. Instead we need to rearrange the order in which the outputs are attached to the four joystick sockets. In one of them is still as it was using 1100, 1101, 1011 and 0111. This puts the rest of them in a more random order but means any program writing a "normal" joystick must still use a new 4 output joystick - effectively negating the existence of the Team Tap.

Therefore in our final design the first Tap port is accessed using make of 1100, 1101, 1011 and 0111 - just like a normal joystick. The second Tap port is accessed using 0000, 0001, 0010 and 0011. The third uses 0000, 0101, 0110 and 1000. Finally the fourth uses 1000, 1010, 1100 and 1111. Q.



# FILE SITE SEEING

## HENSA/micros Atari Archive 80%

<http://micros.hensa.co.uk/>



I have a soft spot for HENSA. Being the first place I downloaded ST software from over the Internet, way back in 1988, I was sad to recently find the Atari section was closing down. So this is more of a tribute than a review.

The original site structure was a bit hard to work with, but the advent of Capher and the Web brought out the best in reorganizing the site.

The download section is a real life model; you did not waste time downloading something only to find you did not need it. HENSA quickly became a site worth visiting, even other Atari ST website owners went to it as often from

my French CDMAI visited HENSA, I downloaded the latest ST files to give it a fair air. The search and catalog mechanisms on the rest of the site are constantly improving.

Having worked at HENSA for a couple of years I did not wish to see my work on the Atari section go to waste. As such, I have been given permission to distribute and update the whole HENSA Atari archive on my own website at <http://www.cybercatalan.org/> which should be on line by the time you read this.

*Dennis Roberts*

## Atari Vapourware and Prototype Site 85%

<http://www.atari.vu/>



I am constantly amazed at the amount of ROMs in by a product, only to find that it got shelved during the test stages. We read about many of these products in the press. Atari has certainly had a fair share of these - the powerful transputer being a prime example. However, did you know about the Microfilmatic or even the ST Laptop?

This site is an interesting store of information related to everything Atari. Carl Worrel has been able to provide us with as much background information about the computers, core apps, system games, and consoles. All textual information is backed up by photos of the products where possible. It was nice to be able to see a line of the Atari/Amiga TV adverts in full format from the earlier days.

I was particularly surprised to read John and Maurice Apple Computer's website were involved with Atari in the early days and that James Jones was of the fathers of Virtual Reality. I don't know VR development while at Atari. All the information is laid out clearly and the site is easy to navigate. If you are interested in driving deeper into Atari history, a visit to the site is a treat.

*Dennis Roberts*

## Atari Gaming Headquarters 84%

<http://www.atarihq.com/>

This site makes excellent use of graphics and features leading the main page for the first time in a 1-2-3 but it's well worth the wait and looks superb.

The main page is divided into many frames. It's a scrolling frame - screen fixed and all the action takes place in the central frame. If your browser doesn't support frames, then the central frame scrolls like the entire page instead. The structure of the site is well organized which makes navigation a joy, as it only takes a few clicks. The site's page includes a game book, staff guide, awards and credit pages, along



a link guide, an on-line 'hall of fame' (HOF), the full frame refers to the coverage of Atari's various gaming machines including the Jaguar line. Atari.com also provides machines and the 3600, 7500 and 5200 consoles.

The feature in the right frame refers to between computers, consoles, features and other stuff and, only recently, pages with the Atari Gaming Headquarters who's including pictures of 'original' and 'recreated' hardware, but there really is something for everybody including software, hardware, the history of upcoming products and much more besides.

*Jon Connor*





## Utility

## Shareware, Falcon only

Menu6 is a Linux-based manager programmed by Felix or Gustav in Paris. It is designed to save you the tedious business of re-installing, de-installing, changing model one, and entering huge binary programs manually from the desktop.

Like other Linux managers, interrupting the first up-process displays a collection of menu boxes that define most Linux features; you can use the mouse.

Menu6 supports both manual and point-and-click mice, and when you place the pointer over a menu or selection, follow a "Bubble-help style" message appears, giving a more detailed explanation. Clicking the right mouse button produces a pop-up menu which allows you to display only the menu you want, or to create new ones. For example, to change programs, it is to use

Left: the window colors and even the title of the menu itself are all configurable. A separate "Status" displays the system time and date and status can have several icons, be freely moved or pinned up and dragged around the screen, all at a speed CUI cannot match. The style of the program is very similar to Windows, on a Linux installation. Menu6 can be placed behind one another, then brought to the front using a window manager.

This is an interesting general design, and although I've been using Menu6 only for Linux, I'm very tempted to switch to Menu6, which is still actively developed. The unregistered version cannot save any settings, so you'll want



to save before a full version release, or obtain the full version.

English and German were not implemented. Naturally, you'll receive the English release when it is available. Email: felix@menue6.fr URL: <http://www.menue6.fr/menue6.html>

Colin Adams

## Address v2.20c

## \* ON READER DISK \*

83%

## Business

## Shareware, all Atari



I might remind you that most of us start the names and addresses of our friends and contacts on computer, and use all the best programs for the job. Address

Address is a robust database application programmed by Gordon Ship-Nelson and supported by Interactive. Recently the unregistered release is limited to a maximum of 400 names and adds that the Reader disk contains an unregistered installation version improved to Atari Computing.

Entering data into Address is very simple: fill in the fields on the form

which is locally at 1 or 2, looking up the business and personal information including also to enter business and bank account details. Up to four telephone number entries are provided. I have mine configured at home, work, fax and mobile numbers but it is easy to change the form to suit your own requirements. Entries

can be flagged, colored and multiple sorted which makes filtering out your Christmas card list a breeze. There's also a notes area for each entry where details which don't quite fit in the usual fields can be stored for easy reference.

It takes a lot of effort to create a useful database so it's important to choose one which makes it easy to get your data out again. In this case Address is unimpaired. Not only does Address support the clipboard and XDC transfer but also enables data to be imported and exported using File or perl scripts. Unreg-

istered versions still do most of what is required to tell Address exactly how to format and transfer your data. It's also in-line and very flexible. One it setup, you can exchange data with most Windows WP and other applications with a couple of mouse clicks.

Address can also be used as a telephone dialer. Address can be set to auto dial and you either control the dial operation or the telephone at the other end rings.

Flags are the main new feature of this release. A list can be created by the user and items on the list flagged to any database entry. This function is ideal for business use. For example, a list of stock items can be flagged to match each customer purchase making a ring or sample stock of exactly what bought before.

The package includes all Guide (manual) hypertext documentation and a useful up-to-date contact list of active Atari vendors.

<http://www.its.co.uk/~nelson/>  
New Atariware

## BubbleGEM Release 04

## \* ON READER DISK \*

90%

## Utility

## Freeware, all Atari

BubbleGEM is a result of day which adds graph bubble help to any application

See BubbleGEM help at 2:00  
or 2:00 on the Reader Disk



which supports it. BubbleGEM can run as an application to desktop accessory and has established itself alongside SL-Goole, as the way to provide on-line help to applications. It's hard to imagine any new features were wanted but the author, Thomas Mach, obviously doesn't like to let the good go so under his best. This release sees two new features. First, it is now possible to change the font. BubbleGEM can also display its

BubbleGEM, both program manual and user-prepared text or images of graphical work or flow programs, such as the poster Desktop, including an option to control the colored font but no default other applications will add support for this feature. The other intended feature enables the message in the bubble to be copied to the clipboard using the (Control)+C or (Control)+S keyboard combinations.

Mark Wherry

# Mole Mayhem

Shiuning Lai gets up to more platform capers...



If there's one thing you can't accuse these Craft Soft chaps of, it's looking around the back. As well as publishing Atari Times/HMM magazine, they will find time to write software like this new game, billed as a retro style platformer in the mould of classic titles as *Bushy Bushy*, *Mame Mame* and *Booth Jack*. The aim is to get your character—a handsome mole, dressed all the platformer and decorate all the cherry bones by standing in front of them—then go to the next point for the next screen.

First impressions are good as the Craft Soft logo appeared and greeted me with specially custom-crafted happy music. In *Mame Mame de Kungu (Kungu?)* the BSC (that's not very nice) the A name, the title picture followed by the game options screen. At this point you might notice the graphics are all really dull and blurry, which is emphasised when the game starts with on a virtually pitch black background. As silent silence elements, speech you'll hear by a dog tag.



▲ The first screen was doing special thanks to black.

I wish nature of sampled and re-sampled TMI (non-sampled) effects on a few things around platform and out together. An option for a game music is planned for a future update, which seems available as there is hardly a lot of action to keep the computer busy.

anyway. Chip music and sampled effects is a very effective combination for STOS games as an idea is demonstrated by releases from STOS and Dorian. Looking to name two. Mole sampled effects it does have are clear only to be missed by a clicking noise in the end resembling a hat pin or head set. To be fair this is the fact of the life. The sound plays more or less.



The real stumbling block is the control mechanism, which feels stiff and because I lack out player input and an action is completed. Perhaps this is a result from a programming perspective as all jumping and falling movement is associated in moving to a pre-calculated path that I found it to get moving very quickly in play the you have to find the a series of gates again and the so it's no hard level or rather to find so if you're not it once it's the same every time after that, not much random element or other things and.



I found little incentive to play this, a pity because there are some interesting features like the option to quit a bad game. In addition, this has to be on a long time in the making though it can't hide the lack of attention to detail in the design. The music, even though the rest of the production and the whole thing doesn't seem to hang together.

Ultimately you can decide what a look and judge for yourself, it has been released with no other tests. ☹

## MOLE MAYHEM

### Product name

Mole Mayhem

### Publisher

Craft Soft

### Content

PO Heroes on two screens and the Craft Soft work site.

File: *Mame Mame* users control on disk/platformer

### Requires

Atari ST or IBM PC 128K/256K or a desktop AT 16bit 1MB minimum hard drive no command of

### Price

Powered support: general man: c

### Comments

but not while you're playing, don't waste, lack long-term playability.

### Element Scores

Graphics 45%  
Sound 60%  
Control 20%

49%



# Floppystore

PO Box 873,  
Aberdeen,  
AB15 8QJ

Tel: 0224 312755 Email: [sales@flopstore.co.uk](mailto:sales@flopstore.co.uk)

## Electronic Cow Software

Floppystore are pleased to announce the acquisition of exclusive UK distribution rights to the entire range of Electronic Cow music products. Electronic Cow are a small English software developer dedicated to producing high quality applications for Atari based systems and professional musicians. All these Electronic Cow releases are on very Atari with at least 1 Mbit of RAM and a minimum resolution of 640x480 (31 High Res in total).

## Midi Arpeggiator



The MIDI Arpeggiator is a simple arpeggiator-style music sequencer for use in your compositions, by saving the parts as standard MIDI files (MIDI type 0 or 1), MIDI Arpeggiator can run as either a desk accessory or normal program, so it can be open at the same time as your favourite GEM application. Alternatively, use MIDI Arpeggiator as its own as a live arpeggiator, tool with its many and rare functions and play modes. MIDI Arpeggiator costs only £15 + P&P (UK £2, Europe £2, ROW £4)

## Sound Chip Synth



The Sound Chip Synth is a tool for the budding music potential inside the ST's built-in FM sound chip, and creates some unique analogue style tones. Sound Chip Synth's great as a synthesizer sound source in a MIDI set-up, but can equally be used as a sample generator for other software to play your features with. Sound Chip Synth costs only £15 + P&P (UK £2, Europe £2, ROW £4)

## Snippet Synth



Snippet synth is a method of sound generation that uses small sound samples to create a complete sample in Snippet, you have complete control over each sound element (in pitch), including the type, and its placement in the three sets of notes, frequency and amplitude. The Snippet Synth is a real library of extraordinary sounds, for use with sample sequencers, professional audio applications (like Cubase Audio), or as a source for your MIDI sample Snippet Synth costs £15 + P&P (UK £2, Europe £2, ROW £4)

## Atari CD-ROMs

### DTP+Graphics

DTP+Graphics is a collection of four (2000 Columns, 100 True Type, 400 Postscript, 400 GEM, 200 Images) and 10 other format, clip art (2000 clips in IMG, GEM, CWS, GIF and other formats), DTP support programs, printer drivers (about 100 of them), printer utilities, word processors, drawing/painting/image processing packages, font editors and CAD packages. Well over 90% of the contents are in English and there's an easy to use catalogue which gives a clear description of each and every program on the CD.

This unique compilation has more files and Clip Art than the competition and that's without missing out the other programs! DTP+Graphics costs just £20 + P&P (UK £2, Europe £2, ROW £4)

## Susy B's Atari Software Treasury #1

Floppystore has teamed up with Susy B Software, North America's premier supplier of non-commercial Atari software to bring you a re-release of this popular CD which includes the complete contents

of the original 1 disc set restored to fit onto a single CD or the much lower price of £25 plus P&P (UK £2, Europe £2, ROW £4). Much of the software in America is unique and has not appeared on the Internet, MIB or PIR. Categories include Games, Utilities, Children's Programs, Music software, Graphics, Comics software, Screen Savers, Printer Manipulation Tools, Financial Software, MIB Utilities, Multi Price and more.

## Susy B's Atari Software Treasury #2

This follow up CD-ROM contains about 1 GigaByte (plus accompanying) of the very latest Atari software. It contains everything which could not be squeezed onto the first compilation as well as all the best software releases from the past three years. As with their first CD, much of the software is of American origin and has not received widespread distribution outside of the States. As standard gold mine of top quality Atari software. Available now from Floppystore for just £25 plus P&P (UK £2, Europe £2, ROW £4)

## Affordable Desktop Publishing

Floppystore have recently taken over production and distribution of Easy Best Professional and Easy Best Pro Vector. These two packages bring Desktop Publishing within the budget of every Atari user. Easy Best Professional runs on any Atari with 1Mb of RAM, providing an affordable alternative to the now defunct Tarameter Publisher. The Pro Vector version uses scalable vector fonts, giving an output comparable to Calamus, DA's Layout and PageMaker. It requires 2Mb of RAM, a hard drive and SpeedyDOS or NYX II. Both products cost £19.95 each + P&P (UK £2, Europe £2, ROW £2)

## Exclusive SpeedyDOS/OS Bundle

If you have a hard drive and sufficient memory to use the Pro Vector version but do not own NYX II (or 4) or SpeedyDOS, we are pleased to offer a handling deal with SpeedyDOS v1.7 (the latest version) for an additional £20. SpeedyDOS is only available at this price when purchased with Easy Best Pro Vector or Pro Vector Image. It costs £49.95 + P&P (UK £2, Europe £2, ROW £4) when purchased as its own.

## Vector Art '97

Vector Art '97 is a unique collection of almost 400 pieces of scalable clip art from Words & Images. The pack consists of six disks and the images are split into 30 logical categories including animals, houses, animals, humans, food, accessories, furniture, symbols and others.

All images are in CWS format. They can be used with any version of Calamus, Calicut Art, DA's Vector, Artygraph and a number of other packages. They cannot be used with Tarameter or Easy Best Pro Vector unless you first convert them to GEM format. Vector Art '97 costs just £20 + P&P (UK £2, Europe £2, ROW £2)

## Other Software

Other products include Pattern Image, Family Marks II, US Art Professional, Easy Sketch, Designer, The New Column Pack, Storyline Pro 24, Masterplan, Interface II and others. In all, we stock over 10 products, most of which are exclusive to Floppystore. Full details on our ST and Windows catalogues, available from the address above for just £8 each, or you can grab a copy from the Web.

<http://www.flopstore.co.uk/index.asp?floppyshop/>

## Floppystore PDL

At times you know, or may one of the largest and longest established sources of information in the world and after a long and difficult search. You may not know that all regular customers are included with a 10% price benefit, making all our items and free delivery of all orders and P&P charges.

We normally add around 10 days of software for the ST and over 10 for the PowerPC every two months. In fact, we do not just have the latest software, but everything that is on it. If you do not have anything you want from this effort, send us two blank disks and we'll be happy to send you two blank disks if you require the latest catalogue. We make thousands of disks so you won't be disappointed. Disk set costs £10 each (UK £2, ROW £2)

## Ordering from Floppystore

Please make cheques/PDs payable to Floppystore and ensure that you add the amount. Amount for postage. Credit and orders received. Cheques must be paid by credit and must make payment in full. Payment by way of cheque given on a UK bank, Post Office Cheque, P.D. International Money Order or Remittance.



## Battle Zone

82%

### Entertainment, Freeman

**All Stars (Freeman using ST228 Ray)**  
The Freeman Bros. are ST-based computers was created by Andrew Cowen, the Eboran club's "Director of Imports," reviewed in AC#3.

Andrew's interest in the inspired to make his own "Warrior" game, after seeing the original "to action on a Battle Zone" and had the game ready in six months of work.

As a result, this has the look of a 16-bit version of the game, compared with its slightly more casual features, but equally, but all the elements that made Freeman's add it to the best game.

A full range of weapons and graphics are included in the game, and play smoothly allowing different numbers of play to be played on the computer versus human players and for the first time, all of the game's features.

Finally, the game is a huge step forward for the Freeman Bros. out of their club with a well-made hardware design which you take your time.

The ST graphics is a little bit better than the original, and some of the graphics are better than the original.

A more feature is the speed of the game, as parts of the game. You can use the game's features and get the best of the game.

A more feature is the speed of the game, as parts of the game. You can use the game's features and get the best of the game.



It's a very good game, and the look is very good. The graphics is very good, and the game is very good.

A reasonably successful conversion of a classic game to the ST and it's the best of the game.

## Amok

89%

### Demo

**Freeman, at Amok, 20th memory**  
The Freeman Bros. are ST-based computers was created by Andrew Cowen, the Eboran club's "Director of Imports," reviewed in AC#3.

Andrew's interest in the inspired to make his own "Warrior" game, after seeing the original "to action on a Battle Zone" and had the game ready in six months of work.

As a result, this has the look of a 16-bit version of the game, compared with its slightly more casual features, but equally, but all the elements that made Freeman's add it to the best game.

The design of the game is subtle and dark, with a mostly unadorned color palette used. As contrast to the game, the game is very good.

A more feature is the speed of the game, as parts of the game. You can use the game's features and get the best of the game.



A more feature is the speed of the game, as parts of the game. You can use the game's features and get the best of the game.

Clare Holland

## KelAUG Issue 8

80%

### Only magazine

**ST 256 in ST minimum resolution**  
The Freeman Bros. are ST-based computers was created by Andrew Cowen, the Eboran club's "Director of Imports," reviewed in AC#3.



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# Running v1.0

Chris Holland hits the ground running...



Readers may recall our preview of this promising Doom clone in AC#2. It's taken a while, but RCH Development's Runners Max, have released the final completed game.

In its present form, Running has progressed as anticipated. Gameplay is a nice reward, the plot involves solving a mystery, locating employees and destroying the arch villain's nefarious/evil empire.

anyway, lucky enough to open an accelerated fusion.

With a sense of anticipation we set off into the game world. The first mission is you go in unarmed and have to kill one of the first enemy soldiers you encounter to acquire a pistol, when you hear painful screams you'll know you've performed the required action! The sound effects in general are both original and distinctive.

4 The amount of care and attention RCH is devoted into the format for their share screen appears.



After an initial bootstrap the screen is set off to a full screen mode.



## SPECIAL READER OFFER!

For a limited period of two months you can regular Running via Cyber's today for the special discounted price of \$11.95 plus postage. U.K. £2.50 (except £1.00 RCH £5).

You will receive the full version of the game and manual.

To take advantage of this offer, just clip or photocopy this section and send it, along with your payment to: Cyber's today, PO Box 3822, Macclesfield, SK22 9BB, U.K.

Please complete all sections.

Name:

Address:

Postcode:

Tel:

After that, the well-known Doom clone is a Doom style game, but it's a hell of a lot more fun to play. It takes a considerable time investment, but that's the point isn't it?

The shareware release is an extensive and complex complete level one which includes all the elements of the complete game, with a full range of load guns to kill and links to patterns. To compare against two different enemies, using four weapons, with lots of secret rooms to find and enemies to solve you'll need to get your chequer books out!

### Level headed

Level one is really my little 11 hours in the extensive area of the shareware version. Chris has put the work into the level, it's a hell of a lot more fun to play. It takes a considerable time investment, but that's the point isn't it? The shareware release is an extensive and complex complete level one which includes all the elements of the complete game, with a full range of load guns to kill and links to patterns. To compare against two different enemies, using four weapons, with lots of secret rooms to find and enemies to solve you'll need to get your chequer books out!

## RUNNING v1.0

### Developer

RCH Development

URL

<http://www.rchdevelopment.com/running/>

UK distribution

1 User/Share

Email: [share@rchdevelopment.com](mailto:share@rchdevelopment.com)

<http://www.rchdevelopment.com/>

Online

Shareware: £20 (UK) Reader Offer: plus postage

### System

Palcom 80286/486, 4MB memory minimum

### Price

Pushes the limits to the limit, very playable and absorbing Doom Clone. Beautifully presented, less pay than its counterparts, apart from the screens!

90%	Graphics
75%	Sound
94%	Gameplay

85%

# CyberSTRIDER The Files

In a release where, **Demesh Shabuta** reminds the files to avoid the Atari ones that is not there... somewhere! It's good to be back and when better way to begin than by informing you of a new Internet Page account and on Linux. The Strider Package is currently being developed as an all-secure solution. The latest open beta version contains the connection software, a web browser called **Adman**, and an email package called **Mailman**.



▲ The Adman web browser, part of the Strider Package, displays the results search engine results.

Other files will follow in due course and naturally I will keep you posted. The project looks promising and the final version will certainly give the current crop of Atari Internet software a run for its money.

One of the best places to pick up Mailman is on the Internet, Linux! message.

I recently asked if ANY of the current browser STRIDING compatible internet program could be good with PPP Connect, the connection software.



▲ Strider displays from the Strider Package.

Loaded with CUI and easily it seems the answer is a resounding yes!

The good news is that there is not a... there is not a mail program available for PP 2.1 is not a good idea! (PP 2.1 is not a good idea!)



▲ Commercial email programs have still while with PPP Connect.

My simple question turned into a discussion on the upgrade pages of Atari software. Application Systems Heidelberg (ASH), the German software house who produce CUI and InlogC, came in for criticism of their upgrade price policy.

With fully upgrade prices between versions it is not to end up upgrading more on upgrades than the software itself. ASH stopped in to replace upgrades with a new functionality or software using the PPP Connect bundle with CUI 4.5 as an example. The prompted two debates.

- Should a PCSP start to be a commercial program or available as an alternative to an operating system or even other platforms.
- While bundle makes software in upgrades which come people may not require but still end up paying for them!

I asked if it the other way the Atari market is big and an innovative company like ASH can only continue supporting the Atari platform if there is money in it. There is no easy answer but not the 1st conclusion is to buy every other upgrade... it works out cheaper!

## HomePage Projects v2.02

Since v2.02 HomePage Projects, the popular interactive home page creator, programmability. Matthias Jaup is, commercial software. A demo version is available for download from

Email: [jaup@home.com](mailto:jaup@home.com) or [jaup@home.com](mailto:jaup@home.com)  
URL: <http://www.home.com/de/ha/homepage2/>

## Table 1.5 special X-Men released

Table is a flexible HTML table generator programmed by Matthias Jaup and is in beta version. This release offers:

- CLCA support (to be fixed)
- Browser preview (CUI Web browser)
- Long filename support
- ID look added to page menu
- Example table

Download is available from

Email: [jaup@home.com](mailto:jaup@home.com) or [jaup@home.com](mailto:jaup@home.com)  
URL: <http://www.home.com/de/ha/homepage2/>

## CAD news

CAD v2.1 (2.1) is available on the Internet by the new version of the... The latest release features a new build in a new design, which is more flexible than the previous design based design. Also included is an updated version of PPP Connect and a new file called a file.

Matthias Jaup has released an updated CUI to v2.1 as a download and the CUI module (CUI-CUI) for STRIDING programmed by Matthias Jaup has been updated to v2.1. There is also the prospect of a separate updated STRIDING version. Downloads from

URL: <http://www.home.com/de/ha/homepage2/>

URL: <http://www.home.com/de/ha/homepage2/>



## AdPlayer

There is not many Atari/ST players for other platforms so a good news is that one has surfaced. AdPlayer is a browser programmed by Gerd Hingorsten in France and is undergoing further development. The next release will support NCPA 16 bit (16-bit) and possibly 32-bit in a version.

Email: [gingorsten@home.com](mailto:gingorsten@home.com) or [gingorsten@home.com](mailto:gingorsten@home.com)  
URL: <http://www.home.com/de/ha/homepage2/>

Demesh Shabuta



## Maggie

Welcome to our corner of Atari Competing again. This issue, we have a review of one of the new games produced by the Bestware Group for their Gameplay emulators, *Good Boy II*. It is an enhanced version of *Bubble Bobble*, similar to *Double Bubble 2000* on the Saturn, which was released some time ago.

Good Boy is a review of 11 games in the series called "The Colours 'The Game' series" by the Polish group Shadow. Although Shadow has since split, the emulator team formed a new called "Maggie" (very happily the magazine will not be the last to associate from the Lilian and Polish group). We've been invited to the Omega game this year and I've started a full review will appear in next pages.

Please do drop by our web page and give us some feedback. Richard Spawett and Chris Hoffman, The Maggie Team, the <http://www.maggie.net.uk/maggie/> web site.



# Bombjack

Another classic game is released for the Good Boy and the Atari's Bombjack. A game which has seen light on many formats including the humble spectrum and the Atari XL, yet with all the popularity it had never played a, or

without knowing what to expect it loaded this latest release.

A new intro with more lines shows a new Goodboy logo stating the release number of the package and with a spin it leads you are thrown into the mine. The stars and mine are more the standard for such games.

No new features on the mine but there are a few different control options including "by through platform" like Bubble Bobble mode, proving very handy.

Once we've selected all selectable features we can start the game again on standard points a control is available (just key or joystick controller pad). The speed is set; that the standard joystick has been changed, so many games use the cat control method, even some like only games don't support the pad which is silly since you have used a joystick there is no reason to use the old method. The Bombjack title screen appears and some earlier music is composed of, selecting start or pause on the joystick begins the game. The colour of this release are not as bright as the Bubble Bobble release but they suit the game.

The game is a very simple one, collect the bombs before the bad guys get you and although simple provides different gameplay if you collect the bombs in a certain order then the players is awarded bonus points. The bombs don't float as in previous other format versions so it is hard to tell which bombs are the most to collect.

The bad guys morph between different shapes and on early levels are not very clever so it is easy to advance but into the game. The graphics are usual but well detailed and the player can see the whole level, unlike in Bubble Bobble.

The player can fly by pressing A on the pad and can get higher by holding up and to smother obstacles by pressing A. The player can stop flight and by repeatedly pressing the A key it is possible to hover.

This game is new, well made and entertaining to play until you get 4/5 of the way through it. Surprisingly the Atari XL and Good Boy version had not used one of the same samples used in Bubble Bobble in this release, just the same can and therefore has been chosen as one of the selection of samples used.

The music is also done by music, an MIDI, another MIDI played at 1082 Hz which is pleasant with a little bit of it. Talking to MIDI an instrument like a Chorus (MIDI) and shows the release a big risk is made. There are separate menu parts for the start, in game and game over sections of the game.

There is a new intro to the game, it is downloaded release but it from the "M" website, well go only see that the game has been updated up so it is well worth getting it. The game looks back as good, there isn't a lot more I can say about this so into the verdict!

### Verdict

Another Good Boy game to add to our collection. Another add the game with some graphics, well selected sound effects and good music. It is also a 100%!

### Downside

Some parts a bit annoying but only until it is whole. Only add levels.

### The Verdict

60%	Gameplay
60%	Musical
80%	5/5

Not an masterpiece as the first release, but it is a work never addition to our list and deserves.

Just because the Bestware Group has lots of 4, another game about it means that they are not going to spend too time on them. It shows, they have taken care and effort on this the second release and can only hope to see more.

The Good Boy is possibly the most ground breaking thing we've seen on the Atari, not only graphics but also but has kept up the game and work good!

Bubble 2.0 (C) 2004

\*\*\*\*\*

# Any Colour You Like

## Coded by the Shadows

Poland comes in: he's bounding with talent and ideas at the moment. The big lessons of this scene were the *Shadows*. They bared onto the screen with *Forestaria*. They consolidated their position with the excellent "B" demo, which was unlikely enough to face stiff competition at SIGGRAPH. But with *Any Colour You Like*! (ACTY) they finally walked away with the top prize at the Cerebra party.

ACTY is an ambitious effort. Like *Scatterman* and *Beige*. "Hi Con Carter" it appears to be the demo based on a different scene from the first ACTY, concentrating more on the local and global appearance of objects rather than their technical merit. This is not a demo aimed at clock cycle counting routines: it is a demo for the people. Like *First Light*, the demo will impress people who wouldn't know a bump map from a jump cut. MTV leader.

Although the title hides out the promise of any colour you like the demo largely is in shades, white colours, which don't shine up too well on my rusty IBM PC124 mon. For some time I assume my *Shadows* like ACTY. It looks to me onto the screen as if a pleasant mellow background followed by the colors displayed over some excellent scenery plasma.

The first "processor" effect now appears anyone who has seen "B" will know that the *Shadows* are great bits of computer graphics. The first there is a cluster of lights, flying over the 4, area creating all sorts of pretty patterns. The last two may be plain beauty and the overall effect is rather magical.

We now do not mean to be a rather late arrival, perhaps something about the screen and going through a succession of atmospheric colour patterns. There is even a leg design style drop of splattered colour overlaid over the forest.

The next effect is certainly very original. In the background we have a monochrome scanned picture of a mountain, and a succession of irregular light shapes appear over this from which the clearly emerging.

The next screen has two circular targets overlaid on each other and

floating around the screen, which made me wonder if I was suffering a severe case of double vision.

This is followed by a more straightforward tunnel effect. Under the screen it doesn't loop around the screen like a dimensional cover. It just steadily takes down the hole to infinity. Like *Scenes*, the colours of the tunnel change as you move down it, but the colours chosen are all very stark and steady.

The next effect, as well as my helpful set of notes say "bump map" (hang on I'll have another look...), seems to be a point, uh... (I must raise the screen). It's a series of grey bumps mapped fairly thing... well that did do (no or suckers!) looking more closely it is a series of bumps mapped motorcycle scene... anyway it is a nice effect which perhaps they should have concentrated more on.

Come what a neat? No, another "tunnel effect". This time the colours are much brighter almost garish. The tunnel edges almost into a star type shape and back again.

Here we have a plasma type effect with two shiny type things that seem to attract then repel each other, again there is no flicker.

### TECHNICAL VIEW

*Shadows* go from strength to strength it is a shame they so often when they work out the way of creating something really outstanding. The graphics design and music are magnificent. It appears to take inspiration from some PC demos doing the rounds of the moment.

The main problem is that the *Colors* really seem designed to do a demo like this well. The table effects and overlaid graphics require both a large amount of pre-processing and memory management.

The points between effects while the next part is loaded and unpacked can be avoided by combining effects in memory and better underlying code design would have helped. But these are fairly minor niggles. Overall one of the best Falcon demos in recent times.

Ed

It's getting harder to do this now! We have what appears to be some sort of butterfly type patterns thing with a multi-point star shaped white light in the center which seems up to cover most of the screen then zooms out again... not at my keyboard on the screen, it only I could describe it!

It is more for the 1D world? Well as more a collection of 1D objects than a world per se but some of the few examples of multiple texture mapped objects on the Falcon. Unfortunately the "glue" between the world is quite poor. An object flies through a tower, then an oval a cube and then travels to go through it. It is good to see the 1D buffers. We can see some quite interesting 1D worlds in *Poland* demos (my keyboard being the robot about out in the *Uniquel* *Chameleon* *First Light* 1D world but not in my thinking. The textures themselves are dark shades of brown. *Scatterman* compared up on the idea of *Amiga* and *1D* 4 is a little slow. In this sort of effect apparently you really need to harness the CPU.

Moving along really we get a very classy scene to wrap the demo. A very rich dense pattern and a dark star out into the camera. It is like the star certainly has a unique style and it surely would be long before everyone starts imitating him. And that is where ACTY ends.

The music is absolutely superb. A very atmospheric track, bordering on the ambient at times with some very long bits looking in to poll your senses. It fits very well with the style of the demo.

The effects are not limited to look with the music and the effects all seem quite elegant. It seems a loaded scene, I the screen goes black for a bit and the next effect appears with no transition between effects.

If the *Shadows* want to be more the number 1 demo ever on the Falcon they'll have to pay a little more attention to details such as presentation and music timing and shaver some of the more polar effects in your face more. Overall this is a brave and fascinating demo with a brilliant soundtrack.

Mr. Pini / BG

# Q&A

**We always have more answers than questions!**

## SCSI chains

**Q** My people like to tell me it is possible to chain up to seven drives using the SCSI Link cable. I have only ever managed to link a maximum of two (that being a hard drive and a CD-ROM).  
None supplied

**A** In my experience the Link can handle up to six drives. However, compatibility between drives can be problematic, especially if you are using older SCSI drives/CD-ROMs. In theory SCSI devices can be connected in any order that is possible they cannot. On my ST using a Link, I have four SCSI Harder drives in a chain with an additional single speed CD-ROM. Even though the drives were from the same manufacturer, one refused to work unless it was the first device on the SCSI chain.

By setting up your drives independently first then, when they are all working separately, add them to the SCSI chain one at a time. If you encounter a problem, move the problem device to the start of the chain and try again. If that fails move it to the end or then a fails. Make sure each device is supplying terminal power to the serial or for the Link. The Link 2 can handle parity or no parity but it needs a controller for one device suitable for all drives.

Mike Carter, via Usenet



## QX mail switching

**Q** I have recently acquired my QX. Unfortunately, account to a QX QUIT and want to collect my mail from the Internet side using MCDive via the local access number. Is it at all arrange this?

**A** You first need to go manually online with QXConnect and type the following at the M prompt:  
M> use Forward, toggle!  
Don't type the < > characters!  
You should then get a message like this:  
#0000 0001 0001 now be forwarded to your Internet mail box!  
To change back to collecting mail via QXconnect/Connect do exactly the same again. You'll get a similar message saying mail will be forwarded to the collecting mailbox.

You also need a suitable QX QUIT script for ST/STX/MD/Connect/Connect. Connect has a suitable QX script - mail decompile/direct (no id).  
To use MCDive to access your mailbox you need to set your preferences as discussed. Enter your QX QUIT password (not your personal QX email address then save your settings).

Mike Kerlake/QX Support



## Can of worms!

**Q** The manual I got with Magic 5 was for Magic 4, and as I verify through, the file CMD.DOC says to go to ASCII but not I and I'm confused. I have PRM, TIP, CRASH, MPICS, DUMP, TIP, LABEL, TIP, PC, TIP, SPIN, TIP and some other utilities which were not included in the package such as EXTERNAL, MIRROR, ANSWER, WORDCOUNT. Do I need these programs and what are they for?

**A** There are other utilities including VMAACCP.PRG, WMDRAMON.PRG, UNLAME, TIP, MCDIVISION, TIP, ADDRESS.PRG, HARDCOPY.PRG, MANDRILL.PRG, ROMADRAW.PRG, SPIN, MGR.PRG, RES, DUPE, APP which has a little or no coverage in the manual or QX file (what are they for and what should I do with them?)

**B** How can I replace the Magic file selector with Link or Fendora?

**A** Is there any alternative support made available for user support?

updates or advice regarding Magic?  
No!t. Kaldil and HEDover!  
Mike Goss

**A** Most of these files, with the possible exception of PRM, are required with Magic. They appear to be options for the QX QUIT. The external file utility. The missing files you mentioned are also not required for Magic. Here's a rough guide to what each program does:

- PRM.DOC is a 4-bit mixed file (you can print it out using MCDive or display it in TeXedit)
- PRM.DOC is an 8-bit compatible print utility used by MCDive to print from the desktop. It is configured via Options > Preferences > Utility > Output
- LABEL.DOC displays the last exception error number (found in Magic)
- DUMP.TIP dumps file to screen in hex, ASCII or C.
- LABEL.TIP adds changes or deletes, disk, labels, volume, name
- PC.TIP is a sample file comparison utility
- SPIN.TIP spins files, presumably to spin them in your Shopper



**A** Start the QX and other applications require MCDive to be installed and running.

**B** Here's another question:

- I have a question about the README in your Magic 5 disk. It is said to tell which partitions allow long filenames. Long filenames allow both advantages and disadvantages. Make sure you understand these before making any changes.
- WMDRAMON is a write back utility utility, and then it is listed description in the manual. It says you can't tell before the cache has written to disk. You can lose data and we don't recommend anyone uses it.
- I have a question about the Magic 5 disk. It is said to tell which partitions allow long filenames. Long filenames allow both advantages and disadvantages. Make sure you understand these before making any changes.
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- **MACRODUP** should be used instead of **MACROCOPY** if you run **OUTSIDE**, the virtual memory program, as it is **WARRANTED** working or better.
- **MACDOR** is a driver program for the **ROMA** (Cambridge) port and is probably required for the **160C** clock cartridge.
- **WASH**, **ACGI** enables sub-menus to be accessed in programs which use the sub-menu routines introduced by **Man** in **IOS-4** (**MS-3** 30 and higher) latter **Hiloki** releases use these routines. It is worth getting a copy in your main starting applications folder.
- **MS-SUPP** and the other software are simple apps for use under **MagC** maintaining environment. Use them to see what they do (most much in general). I have seen **Commodore** CDs so if you're interested use **Kalix** to transfer them. **Hopplekop** also have a **MagC** version collection which might be of interest.

In **US** simply goes in the **AUDIO** folder and is called every time you'd normally go to the file selector. **Freedom v1.13** with an **AUDIO** folder driver **BS21** **PRC** and **MS-100M-APP** copies to your auto starting applications folder. The distribution includes full English **DOC**. **Freedom 2** is currently only available in German.

It's difficult to get best support so have an experienced user take you through the whole program. The ideal place for you to have free advice is your local **User Group**. The day is day problem solving nothing beats having an idea.

Barry Roberts

#### Imagocopy unstable?

**Q** I've just got **Imagocopy 4** to display a normal colour picture. It displays then in negative colours. Nothing in the program seems to make any difference yet a print, printed, Image copy 1 and all my other colour applications display fine. I'm waiting for swapping between utilities like **TestGIF** and **GIF**. View simply using **Imagocopy** as a point engine which is frustrating.

John Ash



**A** I can't imagine what could be causing the negative colour problem. However, there are a couple of things you can try in **Imagocopy**. Firstly, you can reverse the colours of any image with **Colored M** (Editor - Insert) in the Image menu. The other thing to try is changing the palette options from **RGB** to **VTR** in the **Options - Screen - Display** dialog. This takes the colours from the **RGB** palette instead of directly from the **RGB**, which may well make the difference.

Jeremy Hughes

### CD-ROM SPEED FACTOR

Just got you to tell me what **CD-ROM** speed and what I know how fast it is, but it's not the rule of thumb. Disable any cache software, look for a game file on **CD-ROM** copy the file to your hard disk, and time how long it takes. Single speed **CD-ROMs** copy at roughly 1/10th of the time you can deduce the speed factor of your drive from that. Another clue is to look at the model number, for example, an **AppleCD 160 CD-ROM** is x2 speed.

#### Power Supply

**Q** I've got **Demolish** **Crash** in a **Macintosh** memory board but it occurred to me that **Demolish** may have overloaded one small detail because the machine is built into a known unit I suspect by using a replacement power supply. I think the board will show too much current to run from the internal power supply. The solution was to remove the built-in power supply and run the machine directly from an external power supply.

John Ash

**A** My lower system does indeed use a **PC PSU** which also powers lots of other goodies however nothing in the **DOCs** suggests the standard power supply isn't up to the job. You could use an external power supply but a simple solution if anyone is running many extras from the standard power supply is to fit

an optional line transformer, replace the power supply. These are available from most UK suppliers or the first Electronics stand at most Atari Shows.

Demolish Crasher

#### Emulation woes

**Q** Many thanks for your answer in my letter in **AC#4**. I have now tried **Edith Pro** and used **liberal** in the printing and it works perfectly on the **Emulation** printer. The printer still also works perfectly on an **512** using the driver for an **HP DesignJet 500C** in position (what!).

I have a problem configuring **Fit** **801** for the **1** have only managed to get a couple of data in to load and work properly. I still keep going back to my **Atari 512** to run anything I really want to use.

C. Myers, London

**A** **Fit** **801** is really designed to run Atari games and on-line options to create special disk files to run emulating floppies from files on hard disk. If you want to run a clearly programmed **CD-ROM** app you're probably better off trying **CDROM** or **Emulation** or **SHOCK** in **CDROM** including with your mail when you have.

John Connor

### AC#7 BUG REPORT

The **FPU** **801** always fails to load on **Reader** disk has a problem in it.

15 along 80 11 1011 1011 1011

Should be

15 along 80 11 1011 1011 1011

Probe House player on the **AC#7** **Reader** disk, is programmed in **Post-C** and also take on a **10000-10000** equipped machine. The **FPU** can also be the program.

David Brown, via mail

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